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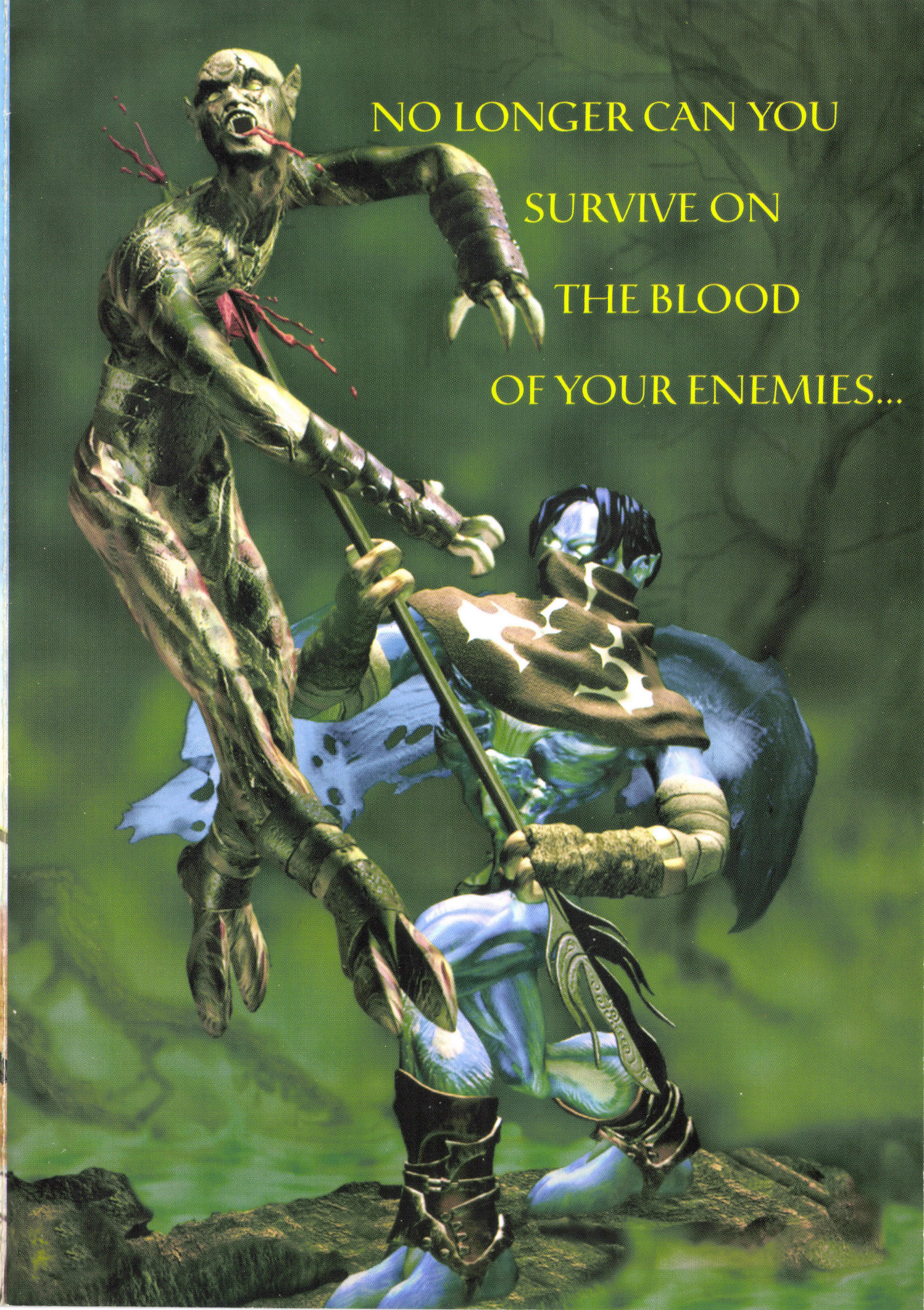

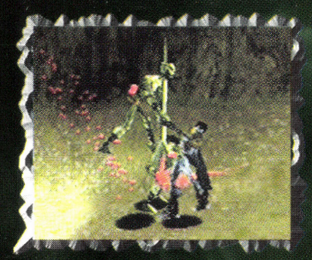

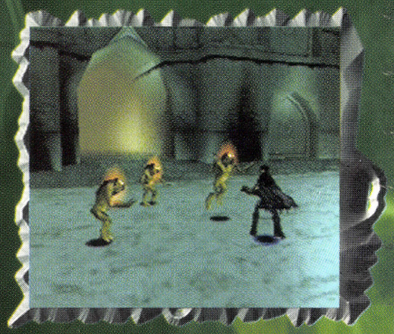

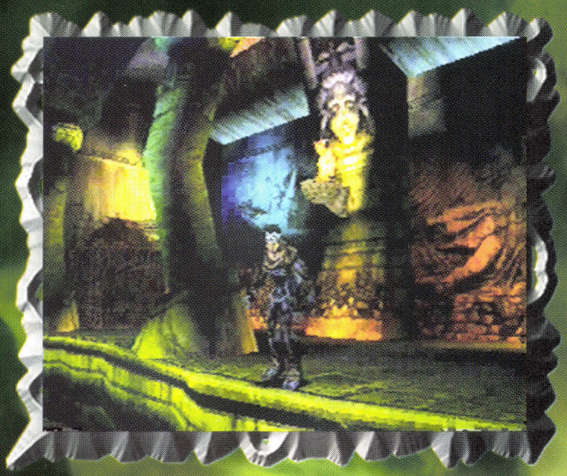

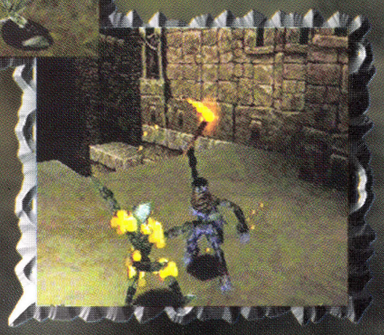

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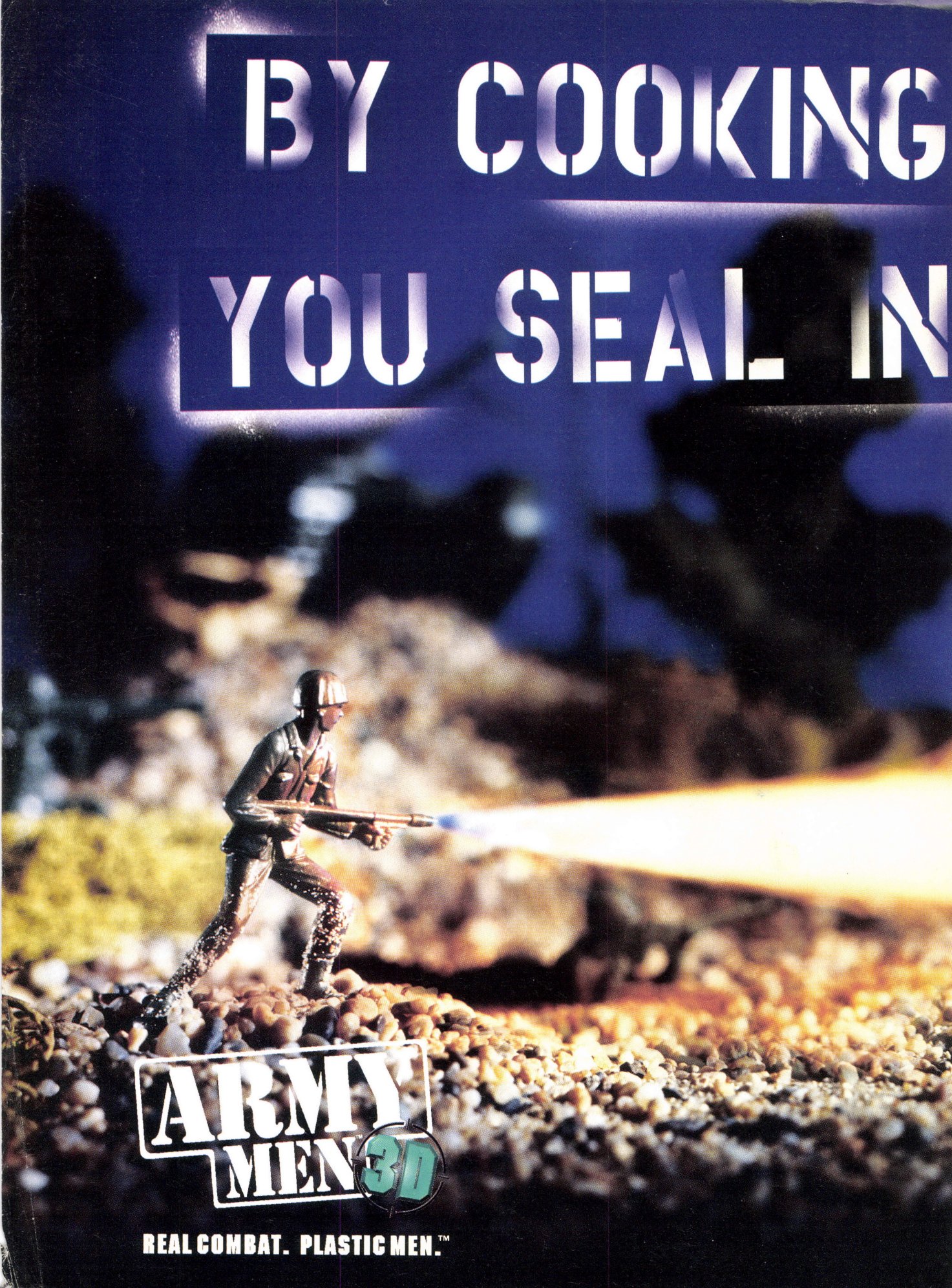
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EDITOR'S NOTE

Howard Grossman
Editor in Chief

E-MAIL XG@zd.com

The inside scoop at *XG* from the Chief Snow Leopard himself

This month catches *XG* on the tail end of the holiday hoopla. Many of the biggest titles are making their final appearance this issue (Zelda, Tomb III and Turok 2). Our cover story is Rogue Squadron, and was handled by Scott Augustyn on content and Carey Wise on layout/design. Actually, Carey managed to score a trip to Cancun during deadline and avoided some of the hardship. Although he did his fair share before he left, we saved a bunch of work for him when he returned just to be nice. Meanwhile, Scott played Rogue for three days straight, and after acquiring all gold medals (without using codes, mind you), he was disappointed that there were no new missions for the Falcon. Also, for all you PC buffs who think the game was easy, Scott wants everyone to know that the Nintendo 64 version is harder.

Tomb III is bigger than ever, and no one knows this better than veteran Tomb player Tim (Tom Raider) Davis. After working on the last few Tomb 2 projects, he vowed never to look at the game again. Well, just for fun (and torture), we gave him Tomb III. However, this time around he did the layout—the actual playing was handled by Ben Durbin. It was Ben's first game of this caliber. He's more used to RPGs and he wanted a different challenge. Tomb III gave him that challenge. What started out as a very cool game soon turned into frustration, as Ben went through every level in strict detail. He still admits to liking the game, but after playing it to death, he often crabs about the control and how Lara's shapely proportions are impossible.

To handle some of our key multiplayer coverage, we brought in our covert-op Solid 'Zurek (Jim Mazurek). First, he tested his skills on Nectaris. Then, he went undercover to bust out Turok 2 and South Park. 'Zurek is a big fan of GoldenEye and even created his own Web page on it. He's also quoted as saying he and his partner Nick have never been defeated.

Wrapping up our Zelda coverage is Andrew Baran. Our veteran worked on both versions of Zelda as well as Mr. Domino and Dead in the Water. It's interesting to see how Zelda got to him after playing through it several times to verify all the items. (Our first version was updated last month with a complete walk-through.) He still likes the game, but sadly he said it killed him to have to play it for work. Luckily, he got some great gifts this holiday (underwear and socks!).

The rest of the crew had a tough time with the holidays and deadline, but senior copy editor Jo-El Damen said the holidays were tougher. She was quoted as saying, "Try dealing with two fully clawed cats, a live Christmas tree and baking seven different types of cookies...especially when they all sometimes get intermingled!"

As for senior art director Mike Vallas and myself, we're both looking for some quiet time to get our new year's resolutions kicking. What are they, you might ask? Let's just say they are about dealing with people and making some progress...

What will happen now that the holiday rush is over? Look for Silent Hill, Syphon Filter and Legacy of Kain to fill the void.

XG's Stats

Biggest change
Our new Oak Brook home

Missed restaurant
OG (the Onion Grill)

Comments on Zelda
Love it but it ain't the game of the century!

Fond farewell to...
The insane Nelson Taruc

Thanks for the support
Erik, Pete and the crew at the Lombard EB

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Can't wait for
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***XG* quote of the month**
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Looking forward to...
Silent Hill and Syphon Filter

Current favorites
RE2, MGS, Zelda, FFVII

***XG* secret code**
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February 1999

Number 56!

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advertising inquiries contact:	ZD Video Game Group 50 Beale Street San Francisco, CA 94105 Telephone: (415) 547-8770 Fax: (415) 547-8777
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Assoc. Publisher, Sales and Marketing	Jennie Parker • jennie_parker@zd.co Telephone: (415) 547-8770
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Expert Gamer (ISSN#1099-8233) is published monthly by ZD Inc., P.O. Box 3338, Oak Brook, IL 60522-3338. Periodicals Postage Paid at Lombard, IL and additional mailing offices. Single issue rates: $4.99. The one-year (12 issue) subscription rate is $24.97 in the U.S. and $40.97 outside the U.S. Checks must be made payable in U.S. currency only to Expert Gamer. POSTMASTER: Send address changes to Expert Gamer, P.O. Box 55371, Boulder, CO 80322-5371. For subscription service questions, call (303) 665-8930 (U.S. only) and (303) 604-7445 (outside the U.S.) or visit us at our subscription Web site at http://subscribe.expertgamer.com/service. We periodically make lists of our customers available to mailers of goods and services that may interest you. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Please include your subscription label when writing to us. It contains valuable information about your subscription that will help us. Please allow 6-8 weeks before receiving your first issue as well as for any subscription changes to take place on any existing subscription. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of ZD Inc. © 1999 ZD Inc. All Rights Reserved. Expert Gamer is a trademark of ZD Inc. TM and © for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is 14049 6720 RT.
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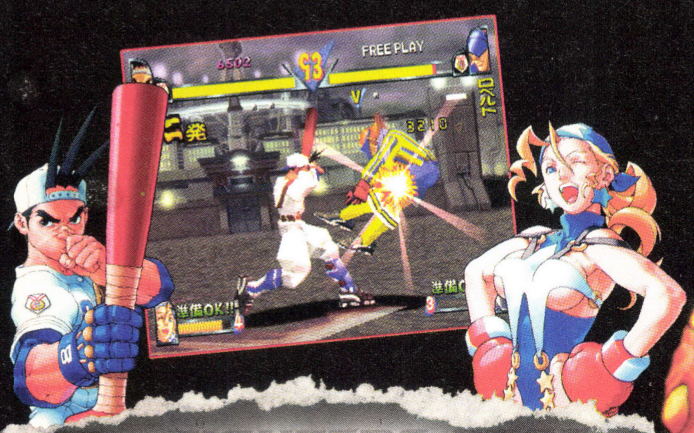

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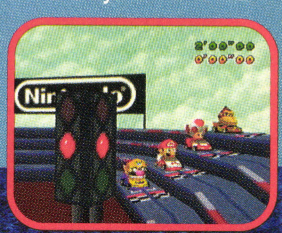

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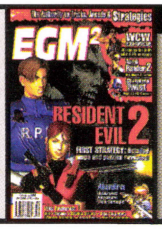

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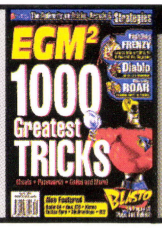

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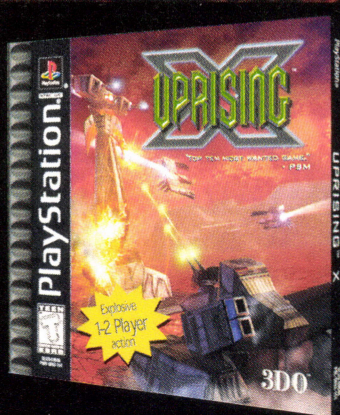

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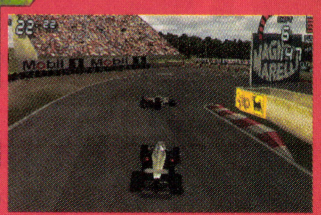

Officially licensed by the Fédération Internationale de l'Automobile (FIA) • All 16 international courses, and all 11 teams from the 1998 Formula 1 World Championship season including McLaren and Ferrari • Multi-player mode: 1-4 player (split screen

FORMULA 1 WORLD CHAMPIONSHIP

FORMULA 1 98

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and link cable) with 10 cars on the track • New racing simulation engine with a representative physics model • All new features include G-force driver head movements, animated pit stops, race replays, and more.

GAMERS' FORUM

Letters to the Gaming Goddess

Questions, comments or gripes?

Write:

Gamers' Forum
P.O. Box 3338
Oak Brook, IL 60522-3338

or e-mail:
xg@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name or address printed, please tell us so, however please include your phone number and mailing address for Letters of the Month contest consideration.

Winners!

• Here are the winners of *XG* #54 Game Over Contest:

1. Bryan Cook • Pataskala, Ohio
2. Nicholas Libertini • Elkridge, Md.
3. Ryan Neal • San Antonio, Texas

• The answer to *XG* #55 Game Over Contest is: **Colony Wars: Vengeance**

Update!!

XG #54's Zelda 64 strategy was unfortunately based on a production copy and some items were changed by the time the finished copy was released. However, *XG* #55's guide was based on the finished copy and does strategize the entire game.

Odd gear

Dear Gaming Goddess,

In Xenogears, I was fighting Miang in her Opiomorph and the oddest thing happened: I was using Weltall-2, Fenrir and Renmazuo. Both Weltall and Fenrir were knocked out and Renmazuo was left alive with three-something HP. The weird thing was that his attack level went like ID's and he had all-new attacks (like Heaven's Gate). What did I just do?

Trunks 253 • via the Net

What you encountered was called Attack Level Infinity. When your gear gets to Level 3 and stays up there for a while, there is a slight chance that he/she will be able to reach Attack Level Infinity. Basically, it's an ultra-powerful mode similar to Fei's System ID. All characters can achieve this, but you won't encounter it too often.

The next step

Dear Gaming Goddess,

In Zelda 64, I'm at a standstill. I have just beaten the Shadow Temple and I have no idea where to go. I think I'm supposed to go to the fortress, but I don't know what to do there. Please help me. I would appreciate a response before my head blows up from not being able to do anything! Thanks.

BBell999 • via the Net

The next step is the Spirit Temple in the desert. First, enter as an adult to get the proper song. Return as a child and obtain the Silver Gauntlet. This allows you to return as an adult and complete the Temple.

More Pokémon?

Dear Gaming Goddess,

On the bottom of the Pokémon strategy (*XG* #54) it said that there are other versions of the game. If there are other versions, can I trade with them and get different Pokémons?

Trent Garner • via the Net

The different versions are in Japanese, so U.S. gamers would not be able to trade with them.

According to Zachary McCulloch, Gran Turismo and Need For Speed III have what it takes to be the best racing games in today's market.

LETTER OF THE MONTH

Burn Rubber

What all good racers need...

Dear Gaming Goddess,

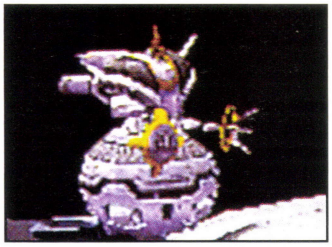
I'm a big fan of racing games. However, people sometimes find racing games don't live up to their full potential. When I want a good racer, I look for graphics, wide variety of cars and tracks, replay value and challenge. Graphics play a big role in a racing game. You want your car to look like a Ferrari, not a minivan or a Toyota. Grand Turismo is a great example with good high-resolution graphics. The cars look a lot like their real-life counterparts. Variety of cars and tracks is another big feature. Again, Grand Turismo is a good example with its 160+ cars. And you can't forget about control. Test Drive 5 has the most "sensitive" controls. When you're driving and hit a wall, it is almost impossible to compensate. You want to get a game that keeps you interested, so replay value must factor in. There are so many ways to have fun with a racer, such as secrets, extra modes or different "types of racing." Need For Speed III, for example, keeps people interested by having the Hot Pursuit Mode. So, a racer must have great graphics, a wide variety of cars and tracks plus replay value and challenge to be on top of the competition.

Zachary McCulloch
Minneapolis, Minn.

Zachary won an InterAct Controller for the N64, PlayStation or Saturn!

Many racing fans are into the hard-core driveability of the games. A lot of people play strictly as a driving simulator and require the strict control and performance. For these types the game is more about the realism of the cars and real physics than it is about options. Still, many gamers (even on our staff) are into the arcade-style driving games that are loaded with options, secrets and more action feel. Rush 2 is a game that has been accused of less-than-accurate controls, but what it lacks in realism it makes up for in secrets (keys and outrageous stunts). It is hard to expect or even to want a driving game to be all things to all people. The best bet is for a game to strick to arcade action or simulator realism and then improve on its respective engines. Each has its own sense of challenge and fun!

LETTER OF THE MONTH Contest Rules: 1. **No Purchase Necessary**: To enter, send your letter to "Gamers' Forum", P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at xg@zd.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of *Expert Gamer*. Sponsors assume no responsibility for lost, mutilated, late-illegible incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec. 2. **Prizes**: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Shark Pad Pro for N64; One (1) Program Pad for the PlayStation; or One (1) Eclipse Pad for the Saturn. Grand prize has an approximate retail value of $29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, IL 60522-3338. 3. Eligibility: Non-compliance with the time parameters contain therein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of his contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes. 4. Winners' List: For a list of winner, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date. 5. Sponsors: This contest is sponsored by ZD Inc. and InterAct Accessories, Inc. ©1999 ZD Inc. All rights reserved. Printed in USA.



Deadly gear

Dear Gaming Goddess,

I've been playing Xenogears for the PlayStation and I'm stuck. I'm about 40 hours into the game and I'm still on Disc 1. My problem is fighting Shakhan. Since Oraph gave him those powers, my normal attacks won't work on him except with the Omnigear. Plus, he keeps regenerating himself at the gate generator (he gets back 1,000 hit points). He does this six or seven times rapidly, and my normal gears can only do damage with combos, which take awhile to be built up. My characters are on Level 65, and I have worked this from every angle but I'm still stuck every time. Can you help me?

Brendan Biagas • Palm Coast, Fla.

One good tip is to have Maria in your party, since she does massive damage to Shakhan's gear. You'll need to be patient and make sure to bring in FRAME HP30s or higher on all your gears (this will enable healing, of course). Other than that, there is no ultimate special technique to defeating him. Be patient, and dish out damage higher than the 1,000 HPs he'll be curing every turn. He's got 18,000 HPs, so it'll be a long battle.

Hoppity hop

Dear Gaming Goddess,

I have one simple question about Zelda 64. In your walk-through in XG #54, you said there was a jogging man in the west part of he plain who wanted to be a rabbit. I may be just stupid, but I can't find him anywhere. I've been wandering around for a half an hour fighting those flying-plant things and I never see him. I just wanted to know if I am doing something wrong?

Sephiroth • via the Net

He's the man you sell the Bunny Ears to. In the past, he'll run around the plains, eventually jogging a circle around Lon Lon Ranch. At night, he'll pause and sit down. In the future, you will find him in the Carpenter's Camp.

Hide and sneak

Dear Gaming Goddess,

In Zelda 64, how do you get past the guards at Hyrule Castle?

Cody Nahs • via the Net

To sneak past the guards of Hyrule Castle, you must be out of their line-of-sight. By staying behind them, you really should have no problem. To get past the guardhouse, look for an area where you can climb higher. To get past the moat guard, climb onto the ledge to the far left of him. Hop into the moat to sneak farther. As for the guards inside the castle, it's all down to your timing.

Something fishy

Dear Gaming Goddess,

I'm stuck inside Jabu-Jabu's belly in Zelda 64. I've killed the parasite tentacle, but now I don't know what to do. Can you please show me the way out?

ScrtAgtJB • via the Net

Killing the first parasitic tentacle opens a doorway to another tentacle. Kill the second one and you will be able to fall down one of the holes in the hole-filled room. If you fall while carrying Ruto, she will be able to help you get the item you are looking for.

Princess Ruto will be able to help you find an item; however, you'll need to find her in Jabu-Jabu. No problem—she's right in the open, but you'll want to carry her across the room, avoiding all the pits.

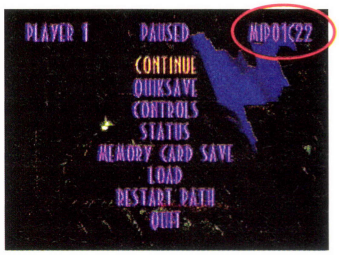
Oddworld numbers

Dear Gaming Goddess,

I just picked up *XG* #55 and have a question about Abe's Exoddus. On the page titled Jimz Ultimate Mudokon checklist, he gives all possible ways to save the Mudokons. My question is, what is the lettering and numbering sequence that looks like this MIP07C12. What does this mean?

John Nixon • via the Net

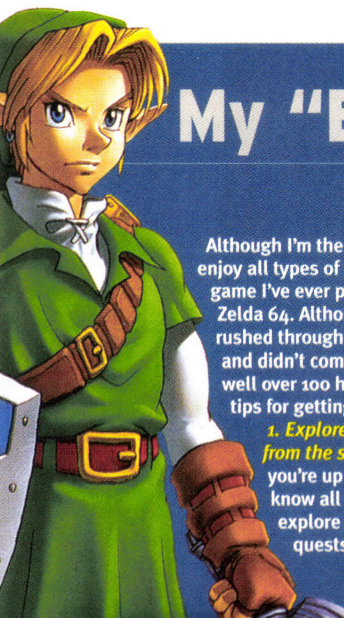
The little numbers next to each of the Mudokons stand for the screen number they're on. When you play the game and pause it on any given screen (see pix below), you'll see a little number (MIP 02C13) in the top-right corner of your screen. Each screen has a different number, and this was the best way for Jim to reference them.



Trash Talk

Dish out some of your best intimidating and taunting comments. No swearing!

- **I shall give you the advice all losers have heard: Better luck next time!**
  —Ray Burlingame • Union City, Calif.
- **Someone above has no pity for you...**
  —Jtwdud • via the Net
- **Stop the crying and focus!**
  —Chocoj • via the Net
- **Little man, don't start anything you can't finish.**
  —Simon Wong • Brooklyn, N.Y.



My "Expert" Opinion

Getting the most outta Zelda

Play to Win Advice
By Mark Hain

Although I'm the arcade editor, I also enjoy all types of games. The best game I've ever played, so far, is Zelda 64. Although some gamers rushed through it, I took my time and didn't complete the game for well over 100 hours. Here are my tips for getting the most out of it.

1. Explore EVERYTHING right from the start. **To know what you're up against you must know all of Hyrule. Fully explore all areas for side quests and items.**

2. Do as much as you can. **A lot of areas in Zelda tell you what to do to receive an item. Some places show you an item, then hint you'll get another item if you do something else or repeat the process. Still other places only tell you of the initial prize, but another item is available if you can find it.**

3. Smashing is profitable. **When exploring areas, smash any rock or box you find. Do this only once, though, because when you leave the area and come back, the rock or box may regenerate. That's your clue that nothing of importance was there.**

4. Use your Ocarina when exploring. **More items in the game are unlocked with this than you could possibly imagine. Play Song of Storms and Time when in doubt.**

5. When you grow up, re-explore the areas you visited as a child. **Things have changed and characters, items and secrets may appear too.**

6. Use your weapons. **Every time you receive a new item or weapon, the game will probably make you use it in the area you received it. Use these items or weapons in the outside areas as well! The Boomerang, for example, can bring hard-to-reach items to you. Other weapons such as the Hookshot and the Hammer can be extremely helpful outside of dungeons.**

Online News

Batter up with 2000!

Triple Play 2000 will be available on baseball's opening day in 1999 for the PS and the N64. This version is boasted to have an increased frame rate, varied swing levels, improved camera angles, better ball control and more.

Getting civilized

PlayStation owners who enjoy building their own empires will be overjoyed when Civilization II is released in January. Build up your armies and cities for the ultimate goal: world domination. Check out videogames.com for more info.

Blue blur blazes

Recently, videogames.com got their hands on Sonic Adventure for the Dreamcast. Will this be the game that makes the system? It's too early to tell, but take a peek at this screen shot of the first level. And don't forget to turn to a future *XG* issue for a guide on this game!

For kids only?

Mario Party and Pikachu Genki Dechu are two games targeted at younger audiences. Developed by Hudson, Mario Party is a party board game. Pikachu Genki Dechu is a virtual pet-type of game where players can talk to their own Pikachu. Mario Party should be released in the States, however Pikachu GD probably won't.

FFVI for the PS

Final Fantasy VI will be ported over to the PlayStation in Japan this March, according to videogames.com. This version will be the same except for a new CG movie at the beginning and the end of the game. The prequel to Final Fantasy VII, it was first released on the Super Famicon in Japan.

Surf the Web in style on videogames.com, the best source of video game info on the Web. Nowhere else will you find a complete archive of previews, reviews and news for all of the top systems–PlayStation, Nintendo 64 and Saturn–plus arcade, too!

VIDEOGAMES .COM

Although learning deathblows in Xenogears is time consuming, the reward is worth the trouble. The key is to be patient because they don't always work right away!

Deathblows needed

Dear Gaming Goddess,

I just received the December issue of *Expert Gamer*, and I really like the guide on Xenogears. However, it didn't explain how to get all the deathblows. I am almost done with disc one and I haven't gotten all of them for all the characters. How do I get them? My friend has six deathblows for Citan, and I only have three of them. My friend isn't even halfway through disc one! Can you please help me? Any type of info would be appreciated.

Joshua • via the Net

First off, don't worry about not having all the deathblows by the end of the first disc. You'll have plenty of time to get them in the second one. As stated in the guide, you need to input the deathblow combos on the PlayStation pad during your battles. Make sure to enter them *exactly* as stated in the guide. Once you successfully hit with the combo, it will show up on your "character skills" page. It takes some time to learn all of them for each character, so don't get discouraged after hours of mindlessly inputting these combos.

Advantages of pee...

Dear Gaming Goddess,

In *XG* #55, in the Gamers' Forum section, you printed a trick for Metal Gear Solid where a dog will pee on you. Well you can use this to your advantage! Since the dog peed on you, all you have to do is put the box on when in the caves and you don't have to worry about the wolves attacking you! (The wolves smell the dog pee and consider you an ally!) I'm sure this will please a lot of people!

The Forgotten One • via the Net

Thanks for the tip! Our EIC was looking for a non-violent solution.

Light my fire

Dear Gaming Goddess,

In Zelda 64, I was wondering if there was any way of getting Din's Fire after I've turned big? I went back in time and tried to get to the gate, but the guard there said he couldn't even let a dog enter through the gate. I need Din's Fire to enter the Shadow Temple. Please help.

Kyle Peng • via the Net

Simple: Just turn back into young Link and get the fire!

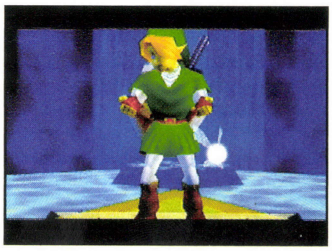
Time travel 101

Dear Gaming Goddess,

In Zelda 64, once you've become an adult is there any way to go back in time?

Tristan Lopez • via the Net

The guide in *XG* #55 does go over time travel; however, for a quick review, you just return the Master Sword to the Temple of Time.



A whopper?

Dear Gaming Goddess,

Today my friend (under my guidance) caught a 20 lb. fish while playing as an adult in Zelda 64. Is this the biggest fish ever caught or are there bigger fish still to catch?

Michael Stadtlander • Meriden, Conn.

As of press time, we do not know the weight of the biggest fish caught. However, if anyone can prove they caught bigger, send it in and we'll print your name in a future issue of *Expert Gamer*!

What Ifs

Send your "What Ifs" in and maybe they'll get published in our mag! Just think of the weirdest possible thing you can imagine and write it down! Easy enough!

...the "tb" on Virtua Fighter 3tb stood for "Tekken's better"?
...the difference between Liquid and Solid Snake was Viagra?
...the sign at EA's Vancouver studio read: "E eh"?
—Lmno3 • via the Net

...in a Zelda game after hitting the chickens too much they pulled out an AK47 and wasted you?
—VJB1950 • via the Net
...Mulder was a secret character in GoldenEye?
...Barney was the end Boss in Turok 2?
—Justin Davis • via the Net

IF YOU CAN'T BEAT 'EM

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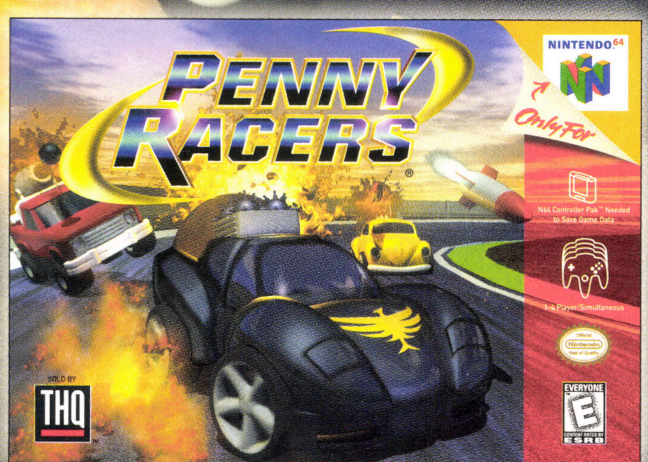

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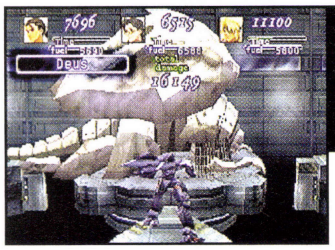


Attacking the first form of Deus in Xenogears isn't so tough as long as you wait and let it hurt itself. Once it's hunched over, then attack it!

Proper solution

Dear Gaming Goddess,

I'm battling Deus in Xenogears and I'm having trouble defeating him. Would you provide me with the necessary solution? Thank you.

koh eng hock • via the Net

When fighting Deus' first form, you can't attack it straight out or it'll heal itself 16,000 HP. Once you see it hunched over, that is your signal to attack Deus.

Escape torture?

Dear Gaming Goddess,

I have found a way to get past the torture, besides giving in. When you're in the cell and the guard runs off to the bathroom, crawl under the bed and wait for him to unlock the door. As soon as he's in the room, jump out and knock him out. Next, get your things in the torture room (no one will be in there, and your stuff is behind the torture table) and continue with the game.

Thadd15 • via the Net

In order to make the guard go to the bathroom, you have to endure one round of torture. Thus, you'll still have to deal with it at least once.

Switch confusion

Dear Gaming Goddess,

I have a problem with Pokémon. I've gotten to Cinnabar Island, but pushing all those switches gets really confusing. I end up never figuring out how to get the secret key. Can you help?

kj.vasquez • via the Net

Although the secret key is in the basement, you have to go upstairs first. Flip the statue's switches to open the doors. Head to the third floor and jump off the ledge in the bottom-right corner (you'll be in the basement). Battle a trainer to open another door and then follow the hall to get the key.

Yellow gem

Dear Gaming Goddess,

I recently purchased Crash 3, and I am stumped. Now, I usually don't turn to outside help, but I have no other alternative. My question: Where is the colored gem in Warp Room 2, Number 7, Hang'em High?

Paul W. Clevenstine • Wexford, Penn.

You can get the yellow gem by going through Level 27 in the Neodyne secret room. For more Crash 3 tips, turn to the strategy guide in issue #55.

Q & A...

Can't keep silent

Dear Gaming Goddess,

I want the new Silent Hill game. When will it be out? Not to be rude, but I've been to several stores and all have given me different dates. It looks awesome with the FMV, and I've heard that it is a good, scary RPG. I live on good RPGs with lots of thrills, action and a great story (like RE2, Parasite Eve and Metal Gear Solid). So, when is it going to be released?

Andrew Dunsworth • *Grand Prairie, Texas*

Silent Hill should be released the end of February. And don't forget to look for a guide on the game in a future issue!

XG: the language of love

Dear Gaming Goddess,

A while back someone sent in a letter about the girl he was dating and how she didn't like video games very much. After reading your response to that person's letter I started thinking about the girl I like (she's a gamer). The only problem is that the girl doesn't know I like her yet. In the past you've helped in different parts of my life, and even when you responded to the other person's letter, you said that not only is *XG* devoted to video games but it is also devoted to helping people in life. I was wondering if you could help me out.

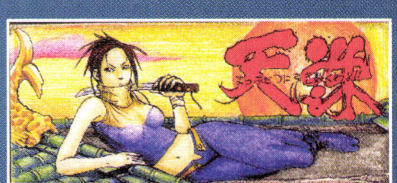
A Bashful Gamer • *via the Net*

All you need is an ice breaker. Try to get her attention by reading an *XG*. She'll see that you like games and might strike up a conversation. Or if you overhear her talking about a game, politely break in with something you read about in *XG* (especially if she is having a problem in a game). And if this doesn't work, just get one of your friends to ask her if she likes you (but don't have him say you like her unless she says she likes you first)...

Letter Art

Where Creativity, Your Favorite Video Game And A Stamp Can Make You Immortal*

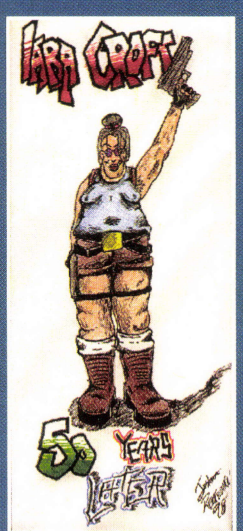
Steve Schooley • Yakima, Wash., wins an ASCII Specialized Control Pad for the Sony PlayStation.



J. Knittle • Kingsville, Texas

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long business type) with your own unique touch. Send your letter art submission to: *XG* Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) All entries become the property of ZD Inc. and will not be returned.

Derek De Vries • New Zealand



Jason Redfearn • Cheraw, S.C.

Vincent Andreas • El Paso, Texas

* Or at least get you in the magazine and win a controller from ASCII (FIRST PRIZE ONLY)!

Best RPG for PlayStation®

- As voted by visits to www.playstation.com

...fans of...Zelda will love it
- EGM

Alundra is a great game
- Official PlayStation Magazine

...a solid winner
- Next Generation

EGM SILVER
EDITORS CHOICE • ELECTRONIC GAMING MONTHLY'S
NEXT GENERATION ★★★★
Official PlayStation Magazine
ULTRA GAME PLAYERS 9.0
PSExtreme 90% GOLD

Between the Worlds of Light and Dark,
Between the State of Conscious and Unconscious,
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Get In Gear

Back for another installment of the gaming industry's "cool" and "not so cool" peripherals. This month brings some new and interesting ideas to the table. Let's just hope these companies keep it up.

This DJ Cuts Different Ways...

Beatmania Controller • ASCII Ent. • $50-60 (import estimate)

■ **What It Does:** A totally slammin' turntable peripheral for use with Konami's recent release for the PlayStation, Beatmania. *(Note: both the game Beatmania and the controller are import products.)*

■ **What We Like:** Just about everything. This controller screams innovation, and to think that they even considered bringing this over from the arcade is a feat in itself. The turntable operates smoothly, and the buttons work well as a keyboard to play tunes on. All in all, an absolute must-have if you plan on importing Beatmania.

It's as Slick-Looking as It Is Functional

Shockhammer • Thrustmaster • $29.99

■ **What It Does:** A comfortable PlayStation controller with Dual Shock capability, analog control, turbo firing and slow motion.

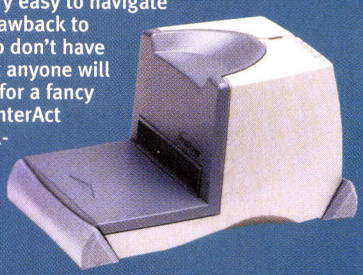
■ **What We Like:** Probably the most striking feature of this new gamepad is its appearance. The ergonomics are excellent, with small rubber grips on both sides of the controller. The D-pad is especially nice for doing complex moves in fighters like Tekken 3; with it, fingers won't numb up and bleed after playing for a few hours. The only negative thing we noticed was that the Shoulder buttons were placed awfully close to one another. Space 'em out a little!

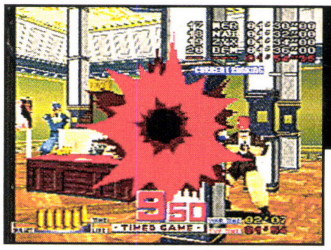
Just a DexDrive...

DexDrive • Interact • $39.99

■ **What It Does:** Allows you to archive your memory card information on a PC via a 9-pin connector, as opposed to using those reliable but expensive 15-block memory cards. There are two models, one for the PlayStation and one for the N64. InterAct states that there are no plans to release a Macintosh model.

■ **What We Like:** The software is easy to use and installed on our PC flawlessly. Once inside the program, using the familiar "drag-and-drop" system made it very easy to navigate your way around. The only drawback to this product is for people who don't have PCs, obviously. I highly doubt anyone will be willing to dish out $2,500 for a fancy memory card. We think that InterAct deserves some props for finally succeeding to converge the console and PC market successfully, with a product that will hopefully catch on like wildfire.





Time Crisis is just one of the games that support the Light Gun. Other games include Area 51, Time Crisis II and Lethal Enforcers I and II.

Light gun games

Dear Gaming Goddess,

Could you please give me a list of games that will support the PlayStation Light Gun?

psxz • via the Net

Here are just a few of the games that support the Light Gun: Area 51, Site 4 (not yet announced, but very probable), Lethal Enforcers 1 and 2, Time Crisis, Time Crisis II and Point Blank.

A little TLC

Dear Gaming Goddess,

In *XG* #54, I read that the drive in the PlayStation will wear out if it is subjected to prolonged use. I have a brother and when combined, we play a good 30-plus hours a week. My PlayStation is exactly one year old. Should I be concerned about its drive? I'm 14 and I foot my own bills...

Ben A. • via the Net

Yes, the PlayStation drive will eventually die out from prolonged use, but it won't break so soon if you use a little tender loving care. A few of the editors have original PlayStations since the first day it was released and not once have they had any problems. Although it might be luck, here are a few tips to keep your system running problem-free: You should always keep your console dust-free (dust is the primary killer of electronic components) and off the carpet (carpeting traps unwanted heating under the system). Also, take good care of it. Smacking it around might relieve some stress, but it will hurt you in the long run.

It's true...?

Dear Gaming Goddess,

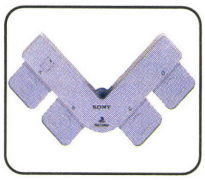
I was reading the December issue and I read Ben Estrada's question regarding the Multitap not functioning with the Dual Shock controllers. I personally have had a number of problems with mine (controllers) working with the Multitap. Not just the Shock, but also the D-pad and most of the buttons.

So what Sony said was an untested statement about the subject, because my friend and I tried it on a number of games. I don't think they understand how hard it is to do some of the moves in Tekken, Rival Schools, steer a car in GT or try to get away from a monster in Parasite Eve. So you guys should try this out for yourselves to see what you think of the matter, because I thought that I was the only one who had this problem.

If you guys try it out and I'm wrong about this, I'm sorry, but that doesn't change the fact that my Multitap does not work with my Dual Shock controllers (I only buy Sony products for my PlayStation).

Mark Swan • via the Net

We experienced the same sort of problems you're having with the Sony Multitap not transmitting the Dual Shock signals correctly. The editors tried Tekken 3 and Resident Evil 2 DS, only to get little or no vibration. Sony sticks by its claim when saying that all versions of the Multitap are compatible with the Dual Shock controller. Sounds fishy, but then again, why use a Multitap for a game that doesn't need one? We remedied our problem quickly: We disconnected it!



No accessories needed

Dear Gaming Goddess,

I am sick and tired of these new upgrades and products. I really don't need an "advanced" Nintendo controller. I blow enough money on the games! I mean, come on, why do you need a transparent purple controller? And what about this thing called the "Memory Expansion Pack" that gives you better graphics for the 64? I thought I bought the system for that! And I really don't want to drop another $50 on a "special memory packet" for my $50 GameShark.

My point is: Whatever happened to actually playing the game? These upgrades that "give you more gaming power" are way too overkill. Why don't you companies making all that junk out there stop and think. You should stop spending time on useless accessories and focus on what the games should be! (P.S. The stupidest thing I've seen is the Boomerang 64 controller.)

Robbie Shepard • via the Net

While some may agree with your opinion, there are many gamers who do use third-party controllers and memory cards. Granted some accessories, like colored controllers or the custom-shaped memory cards, are a waste. Yet, there are a lot of peripherals that do enhance gameplay.

FEEL THE POWER

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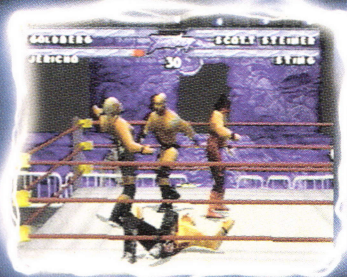
SM



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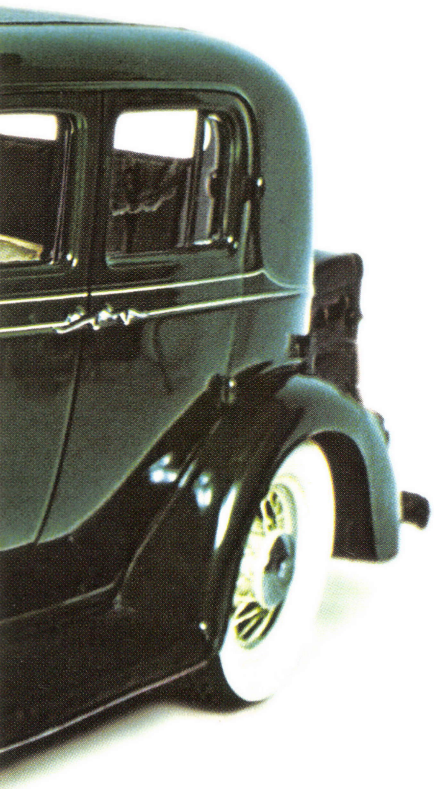
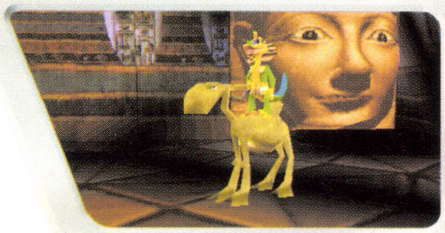
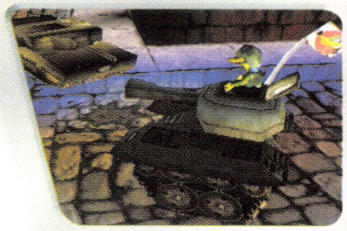
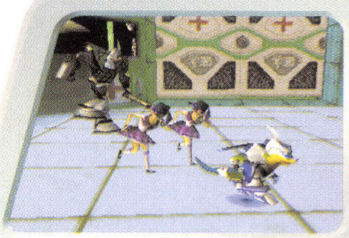


GEX 3™

Deep Cover Gecko







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- Over 25 all-new disguises with new abilities like scuba diving and snowboarding
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TRICKS OF THE TRADE

Score Big with a GameShark from InterAct and XG

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. E-mail your tricks and cheats to:

tricks@zd.com

On all e-mails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

"Tricks of the Trade"
P.O. Box 3338
Oak Brook, Ill.
60522-3338

Contest Rules:
1. **No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade", P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@zd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by February 20, 1999. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in Expert Gamer and/or EGM, however, only one prize shall be awarded.
2. **Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about February 25, 1999. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.
4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Inc, InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc, InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow 4 weeks for delivery of winners list.
6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. **Sponsors:** This contest is sponsored by ZD Inc and InterAct Accessories, Inc. ©1999 ZD Inc. All Rights Reserved.
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Aero Gauge
All Tracks and Vehicles

To do this trick, you must have two controllers plugged into your system. Press **Start** on controller one until you get the Title Screen with "Push Start" on the bottom of the screen. On controller two, press **Up+Down-C+R button+L button+Z** simultaneously and then release them. Now press **Start** on controller one to enter the Grand Prix Mode. All the cars and tracks will be available in all modes! The code may be tricky to get at first, so if you're having trouble, try pressing the buttons multiple times to make it work. Once you access the new cars you will be able to select an N64 controller for your next flight.

All-Star Baseball '99
Alien Abductors Team

On the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, enter the code, **ATEMYBUIK**. Then press **Start**. You will see words appear below the code saying, "Let the Abductions Begin." Now go to the Game Setup Screen and access the Stadium Select Option. Scroll down until you reach the last stadium; Alienapolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors!

Banjo-Kazooie
Hidden Puzzles/Secret Appearance Codes

You must first beat the game to do this trick. Go to Banjo's house and inside, walk up to the picture of the mole. Standing in front of the fireplace but not touching it, press **Up-C** and look up at the picture of Bottles the Mole. If done correctly, Bottles should speak and congratulate you on finding his hidden puzzle game. Now you must play through and win the puzzle game, and once you do, Bottles will give you a password. Exit the puzzle, look up at the picture again, and you will be given a different, harder puzzle. You can do this up to seven times and each time you will get a new password. (Note: After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him. Look up at the picture once more and Bottles will say that there is one more puzzle to complete.) To make these codes work, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stomping on the letters. You cannot enter any of the codes shown unless you beat the puzzle game that gave you that actual code.

Trick of the Month
Star Wars: Rogue Squadron

Incredible Game Cheats

1

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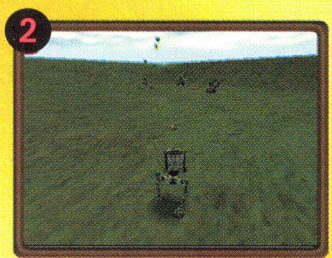

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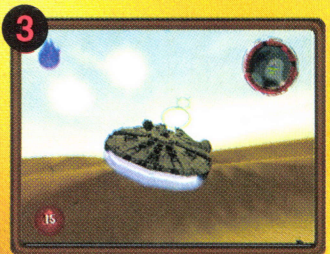

Once the *FARMBOY* code is entered, you may fly the Millenium Falcon in any mission that does not require a specific ship.

Nintendo 64

1 Bonus Level
To access the bonus level enter the password **CHICKEN**.
2 Now you can play on an entirely new level using an AT-ST!

Credits Cheat
Enter the word **CREDITS** at the Password Menu to watch the LucasArts credits.

Radar Code
If you go to the Password Menu and enter the word **RADAR**, it switches to a different mode where the object with higher altitudes are displayed brighter than low-flying ships.

Unlimited Lives
Enter the word **IGIVEUP** at the Password Menu to gain unlimited lives.

3 Team Photo
Enter the word **BIAMEUS** at the Password Menu to see a photo of the development team for the game.

Play as Millenium Falcon
Enter the word **FARMBOY** at the Password Menu to fly the Millenium Falcon.

Difficulty Increase
Enter the word **ACE** at the Password Menu to increase the difficulty of the Imperial enemy fighters.

View Cutscenes
Enter the word **DIRECTOR** at the Password Menu to watch all cutscenes.

Music Test
Enter the word **MAESTRO** at the Password Menu to open the music test in showroom.

Matthew Noller; Fayetteville, Ga.

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Nintendo 64 Codes

Extreme-G: XG2

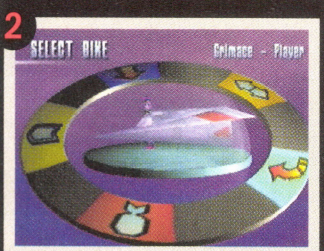
Many Cool Codes

1. To get any of these codes to work, just get to the Bike Selection Screen and press the **R button** to get to the Customize Screen. Now move over to the "Enter Name" Option, access it and put in the passwords for the results shown below:

SPIRAL - Causes the track to spin around.
2. **2064** - Use paper airplanes/WipeOut-style ships in place of cyber bikes.
3. **LINEAR** - Wire Frame Mode
XXX - Unlimited Nitros
SPYEYE - Overhead view

1

2



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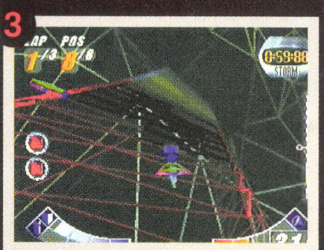


To de-activate any codes, go to the puzzle-letter room and type in **NOBONUS**. Here is a list of all the passwords and what they do:

BOTTLESBONUS: Big head Banjo
BOTTLESBONUSTWO: Big hands and feet for Banjo
BOTTLESBONUSTHREE: Big Kazooie
BOTTLESBONUSFOUR: Tall and skinny Banjo
BOTTLESBONUSFIVE: Tall, skinny Banjo with big hands and feet
BIGBOTTLESBONUS: Big everything, including Kazooie
WISHYWASHYBANJO: The witch doctor turns Banjo into a washing machine.

Secret Codes

First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter the word, CHEAT on the floor tiles. You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code:

BANJOBEGSFORPLENTYOFEGGS
(Infinite eggs)

LOTSOFGOESWITHMANYBANJOS
(Infinite lives)

DONTBEADUMBOGOSEEMUMBO
(99 Mumbo tokens)

Note: The "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter the word, CHEAT every time before putting in any of these codes.

Body Harvest

Many Different Codes

KEY- This is the key for the following codes.
N=Up C **S**=Down C **E**=Right C
W=Left C **U**=Up (on the direction pad)
D=Down **L**=Left **R**=Right
A=A button **B**=B button **F**=Z button

For the following codes enter your name as "**ICHEAT**" and start a new game.
1st code: name: Fat Legs
Press these buttons on you control pad for fat legs: **L, A, R, D**
2nd code: name: All Weapons
Press these buttons on you control pad for All Weapons: **A, R, S, E, N, A, L**
3rd code: name: Powerful Weapons
Press the following on your control pad for Powerful Weapons: **S, N, U, F, F, L, E**
4th code: name: Bouncey Buildings
Press the following on your control pad for Bouncey Buildings: **S, U, R, R, E, A, L**
5th code: name: Mutant Mode
Press the following on your control pad for Mutant Mode: **S, U, F, F, E, R**
Note: After you have entered the codes above, a confirmation screen will appear. If you have to, save the game and quit and then re-enter if thecodes were confirmed, but did not work. (This Usually happens for the **SNUFFLE** code).

Chopper Attack

Extra Choppers

If you finish Mission 7 on the Normal level of difficulty, you'll get access to the King IO chopper. And if you finish Mission 8 on the Expert level, you'll gain access to the Stingray chopper.

Deadly Arts

Play as Reiji

At the Title Screen press **A, B, Right, Left, Right, Left, Down, Down, Up, Up**. This will give you the secret character, Reiji! Go to the Player Select screen and scroll through the characters to find him.

Diddy Kong Racing

Game Cheats

To enable these cheats, you must go into the Options Screen and enter into the Magic Codes Option. You can then turn them on and off at will, until you turn off the power. If you turn off the power, you will need to re-enter the codes again.
Horn Cheat: **BLABBERMOUTH**
Two-Player Adventure: **JOINTVENTURE**
All Balloons are Yellow: **BODYARMOR**
Disable Weapons: **BYEBYEBALLOONS**
No Limit to Bananas: **VITAMINB**
Zap the Zippers: **ZAPTHEZIPPERS**
Ultimate AI: **TIMETOLOSE**
Maximum Power-up: **FREEFORALL**
Start with 10 Bananas: **FREEFRUIT**
Big Characters: **ARNOLD**
Small Characters: **TEENYWEENIES**
Select Same Player: **DOUBLEVISION**
Four-Wheel Drive: **OFFROAD**

Doom 64

Cheat Menu

Go to the Password Option and enter: ?TJL BDFW BFGV JVVB. This will take you to the first level in the game. Then pause and you will notice a new option, "Features!" By selecting this, you will find all you need to conquer the game!

Duke Nukem 64

Cheat Menu and Codes

To access the Cheat Menu enter this code at the Title Screen:
L, L, L button, L button, R, R, L, L
Monsters Off/On:
L button, L-C button, L, R button, R-C button, R, L, L, R
Invincibility:
R button seven times then **L**
Turn items on:
R button, R-C button, R, L button, L-C button, L, R-C button, R

Extreme-G

Programmers' Faces

Go to the Bike Selection Screen. Press the R button to get to the Controls Screen. Move Up and access the Name option. Clear the current name and enter XGTEAM as the name. Press Start; listen for a sound to confirm the trick works. Now go back in and enter a programmer's name: GREG, JUSTIN, ASH, SHAWN or JOHN. In Practice or Time Trials Modes, you will see your face of choice on the top of the bike as you race. In Shoot-'Em-Up Mode, you will be chasing multiple copies of your chosen face!

F-1 World Grand Prix

Hidden Racers and Bonus Track

After pressing **Start** at the Title Screen, go to the Main Menu and choose Exhibition. On the next screen, pick the Drivers Option. Scroll with the pad or the analog stick until you reach Driver Williams. Press button **A** and choose the "Edit Name" Option. Using the pad, edit the last name (Williams) to the word, **Chrome**. When you are finished, exit all the way back to the Title Screen. Now enter the Drivers Option again and scroll until you see a new character called Silver Driver. This driver is fast on the straight-aways. To get the Gold Driver, do the exact same code again, but this time replace the last name with the word **Pyrite**. If you want to drive on the hidden Bonus Track, do the exact same code again, but this time replace the last name with the word **Vacation**. Instead of the Drivers Option, go into the Courses and scroll until you see the Bonus Track, complete with a volcano!

FIFA Soccer 64

Easy Win

During the match, pause and access the Controller Select Option. Then move the controller icon under the other team's flag. When you go back to the game, dribble the ball into that team's own goal. Repeat this process until you have enough points, and before the match ends, make sure you switch back to the winning team. You are assured to win every time!

Forsaken 64

Awesome Codes

Turbo Crazy: At the Title Screen where "Press Start" is scrolling, press **B, B, R button, Up, Left, Down, Up-C, Left-C**. The words "Turbo Crazy On" will appear on the screen to confirm it worked. You now have unlimited Nitro boosts!
Wire Frame: At the Title Screen where "Press Start" is scrolling, press **L button, L button, R button, Z, Left, Right, Up-C, Right-C**. The words "Wire Frame On" will appear on the screen to confirm it worked.

Gex 64

99 Lives and Every Remote

At the Main Menu Screen, choose the Load Game option. On the next screen, choose "Password." Now enter the following password as shown to get the trick to work:
M758FQRW3J58FQRW4!
This will give you 99 Lives and every remote, so you don't have to gather them all! You can see the results of the code immediately by pressing **Start** to pause the game and then moving down to "Stats" and accessing it with **button A**. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

GoldenEye 007

Time Codes

Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and

GameShark CODES

Body Harvest
GameShark Codes

Infinite Greece:
81052b180098 81052b1a967f
Infinite Health:
8104dce0c258
Extra Weapon and Ammo:
810481380203 810481a0a405
8104813c0607 8104813e090a
810481468000 810481488000
8104814a8000 8104814c8000
8104814e8000 810481528000
810481548000

Deadly Arts
GameShark Codes

Infinite Health P1:
8110502603e8 811071ac0008
No Energy P1:
811050260000
Infinite Health P2:
8111b3be03e8 8111d5440008
No Energy P2:
8111b3be0000

Dual Heroes
GameShark Codes

Infinite Energy P1:
d022671c0000 8122671c00fa
Infinite Energy P2:
d022671e0000 8122671e00fa
Infinite Time:
d0226724000 812267240003c
1 Win To Win P1:
d0226715000 802267150001
P1 Never Wins:
d0226715000 1 802267150000
Lasers Never Overheat:
81170b9842c8
Infinite Shield:
81170b8C42c8
Infinite Nitros:
81170b660003 81170b620003
100 Points:
801834330064

Extreme-G 2
GameShark Codes

Extra Characters:
801839cf0001
801839d30001 801839d70001

Flying Dragon
GameShark Codes

Infinite Health P1:
8020b7b100c8
No Health P1:
8020b7b10000
Infinite Health P2:
8020bc0c00c8
No Health P2:
8020bc0c0000
Infinite Special P1:
8120aeb40190
No Special P1:
8120aeb40000
Infinite Special P2:
8120b1b00190
No Special P2:
8120b1b00000
1 Win to Win P1:
d020c27f0000 8020c27f0001
1 Win to Win P2:
d020c27f0000 8020c27f0010

F-Zero X
GameShark Codes

Enable Code (Must Be On):
de0670000000
Infinite Lives:
800e5ed90005
Unlock Everything:
800cd3c80001
Infinite Shield:
812c4b484326 812c4b4c4326
Have Boost From Start:
d02c4dac003f 802c49250050

Glover
GameShark Codes

Infinite Lives:
802901930005
Infinite Health:
802901970003
GS Button for 40 Gems:
8829018f0028

GameShark CODES

NBA Live 99
GameShark Codes

Home Team Scores 150: 801d34510096
Home Team Scores 0: 801d34510000
Away Team Scores 150: 801d401d0096
Away Team Scores 0: 801d401d0000
Infinite Time Outs Home Team: 801d34580007
No Time Outs Home Team: 801d34580000
Infinite Time Outs Away Team: 801d40240007
No Time Outs Away Team: 801d40240000

NFL Quarterback Club '98
GameShark Codes

Infinite Character Creation Points: 800aecd30090 81072f30015e

NFL Quarterback Club '99
GameShark Codes

Infinite Time Outs Home: 8004c0b60003
Infinite Time Outs Away: 8004c62e0003
No Time Outs Home: 8004c0b60000
No Time Outs Away: 8004c62e0000

Rush 2
GameShark Codes

Always Place 1st: 801125890000
Extra Cars: 810c1dbcffff 810c1dbeffff 810c1dc0ffff 810c1dc2ffff 810c1dc4ffff 810c1dc6ffff 810c1dc8ffff 810c1dcaffff 810c1dccffff

Star Wars: Rogue Squadron
GameShark Codes

Infinite Lives: 80130b100008
Infinite Secondary Weapons: 8010ca320008
99 Kills: 80130b850063
99 Saves: 80130b860063
All Levels/Ships: 80130b4d007e
Extra Shields: 81137e7c4316

WCW/nWo Revenge
GameShark Codes

Infinite Time: 800faf870000
Extra Characters: 8107f07c3f03
Maximum Spirit P1: 800f9d2500ff
No Spirit P1: 800f9d250000
Maximum Spirit P2: 800fa0d500ff
No Spirit P2: 800fa0d50000
Maximum Spirit P3: 800fa485 00ff
No Spirit P3: 800fa4850000
Maximum Spirit P4: 800fa8350 0ff
No Spirit P4: 800fa8350000
Infinite Time Out of Ring: 800face80014

World Cup 98
GameShark Codes

Home Team Score 9: 801f7f500009
Away Team Score 9: 801f7f540009
Home Team Score 0: 801f7f500000
Away Team Score 0: 801f7f540000

times you need:
Level 1: **Dam-Paintball Mode-Secret Agent-2:40**
Level 2: **Facility-Invincibility-00 Agent-2:05**
Level 3: **Runway-DK Mode-Agent-5:00**
Level 4: **Surface-2x Grenade Launcher-Secret Agent-3:30**
Level 5: **Bunker-2x Rocket Launcher-00 Agent-4:00**
Level 6: **Silo-Turbo Mode-Agent-3:00**
Level 7: **Frigate-No Radar (Multi)-Secret Agent-4:30**
Level 8: **Surface2-Tiny Bond-00 Agent-4:15**
Level 9: **Bunker2-2x Throwing Knives-Agent-1:30**
Level 10: **Statue-Fast Animation-Secret Agent-3:15**
Level 11: **Archives-Invisibility-00 Agent-1:20**
Level 12: **Streets-Enemy Rockets-Agent-1:45**
Level 13: **Depot-Slow Animation-Secret Agent-1:30**
Level 14: **Train-Silver PP7-00 Agent-5:25**
Level 15: **Jungle-2x Hunting Knives-Agent-3:45**
Level 16: **Control-Infinite Ammo-Secret Agent-10:00**
Level 17: **Caverns-2x RC-P90s-00 Agent-9:30**
Level 18: **Cradle-Gold PP7-Agent-2:15**
Level 19: **Aztec-2x Lasers-Secret Agent-9:00**
Level 20: **Egyptian-All Guns-00 Agent-6:00**

Bond Photos (via a GameShark)
This GameShark code reveals pictures, on the Selection Screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter: **A002B19B 00_ _**
For the two spaces, enter **01** to see Roger Moore, **02** to see Timothy Dalton or **03** to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.

Secret Level Editor
Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!

Same Player in Multiplayer
Play in Multiplayer Mode using two of the same character. To do this, plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and four. Have players one and two choose the players where three and four were. Go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character!

Iggy's Reckin' Balls
All Tracks and Balls
These codes will get you all the tracks and balls without beating the game!
On the Title Screen, hold the **Z button** and then press the top **R button**.
The "Enter Cheat" Screen will appear. Now enter the following codes for the results as shown:
HAPPYHEADS - All balls are open (except Iggy's girlfriend).
THEUNIVERSE - Opens up all the tracks.

Kobe Bryant in NBA Courtside
Secret Teams
This trick unlocks three hidden teams. At the Main Menu Screen, highlight Preseason and hold the **L button**. While holding it, press **A**. At the Pre-season Matchup Screen, scroll right until you reach the symbols for three new teams: the Nintendo Gamers, Nintendo Plumbers and the Left Field Lefties.

Madden NFL 99
Cheat Codes
On the Main Menu Screen, highlight and access the "Code Entry" Option.
On the Code Entry Screen, choose the New Code Option and enter any of these codes as shown below:
Bonus Teams:
NFC Pro Bowl - **BESTNFC**
AFC Pro Bowl - **AFCBEST**
All-Madden Team - **BOOM**
All-Time Stat Leaders - **IMTHEMAN**
'60s Greats - **PEACELOVE**
'70s Greats - **BELLBOTTOMS**
'80s Greats - **SPRBWLSHUFL**
'90s Greats - **HEREANDNOW**
All-Time Greats - **TURKEYLEG**
75th Anniversary Team - **THROWBACK**
NFL Equipment Team - **GEARGUYS**
1999 Cleveland Browns - **WELCOMEBACK**
EA Sports - **INTHEGAME**
Tiburon - **HAMMERHEAD**
Bonus Stadium:
Tiburon Stadium - **OURHOUSE**

Mike Piazza's Strike Zone
Various Cheats
Alternate Skies: Enter **L, R, L, R** at "Today's Game Screen." Now enter **Right-C, A, Z, Up-C, L,R, Z** for alternate skies.
Aluminum Bats: Go to the "Today's Game Screen" and enter **L, R, L, R**, then press **R, A, Z, B, A, L, L** for Aluminum Bats.
Colorful Bats: Go to the "Today's Game Screen" and enter **L, R, L, R**. Then: **R**, down, **B, A**, Right for red bats **B, L, B, A**, Right for blue bats.
Crazy Ball: Go to the "Today's Game Screen" and enter **L, R, L, R**. Now do this: **Right-C, A, Z, B, A, L, L**.
Crazy Pitch: Go to the "Today's Game Screen" and enter **L, R, L, R**. Now do this **Right-C, A, Z, Up-C, R, B** for Crazy Pitch.
Credits: Enter the following code at the Title Screen to enable a Credits Option: **R, A, Z, R, Right-C, A, B.**
Devil's Thumb Stadium: Go to the "Today's Game Screen" and enter **L, R, L, R**, then press right (D-pad), **A, Up-C, L, A.**
Easy Home Runs: Go to the "Today's Game Screen" and enter **L, R, L, R**. Now do this: Press **L, A, Down** (D-pad), **R** to always hit a home run.
Easy Steals: Go to the "Today's Game Screen" and enter **L, R, L, R**. Then: **Left-C, A, Down** (D-pad) **Up-C, Z** for easy steals.

Mission: Impossible
Many Different Codes
Enter all of these codes during the Mission (Level) Select Screen:
Uzi with 30 rounds: **Right-C, Left-C, Right-C, Down-C, R**
Mini Rocket Launcher with 30 rockets: **R, L, Left-C, Right-C, Down-C**
7.65 Silencer with 50 rounds: **Up-C, L, Right-C, Left-C, Up-C**
9mm HI POWER with 30 rounds: **R, L, Down-C, Up-C, Up-C**
After you enter a code correctly then you will hear Ethan say, "There, that's better."

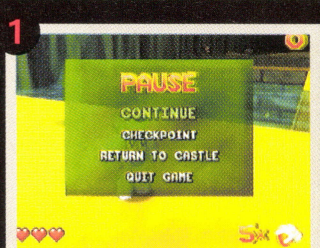
MLB Featuring Ken Griffey, Jr.
Unhittable Pitch
Place the crosshair anywhere inside the strike zone except inside the yellow hitting circle. Holding the crosshair where you want it, press and hold the **Z button** and then press the **Left**, **Right** or **Up-C button** to look at one of the bases. Release the **Z button** first and then the **Up-C button** and then the screen should go back to looking at the batter. There will be no crosshair or hitting circle. Now throw the pitch you want and the computer will swing and miss or watch it go by for a strike. It is suggested that you throw change-ups so your pitcher will not get tired.

Secret Teams
On the Baseball Main Menu, highlight Exhibition and press **Up-C + Left-C + Right-C + Down-C** simultaneously and repeatedly until you hear a sound to confirm the trick worked. Now select Exhibition Mode and choose the All-Star Division. You will find

Glover

Codes, Codes and More Codes

1 To use the following codes press Start to pause the game while playing. Enter the following C-buttons while it is paused.
Infinite life: Up-C, Up-C, Up-C, Up-C, Up-C, Right-C, Down-C, Right-C
Speed up spell: Left-C, Left-C, Right-C, Up-C, Right-C, Left-C, Down-C, Down-C
2 **Frog spell (become a frog)**: Up-C, Right-C, Down-C, Right-C, Up-C, Left-C, Left-C, Up-C
Secret cheat: Down-C, Up-C, Right-C, Right-C, Down-C, Left-C, Right-C, Right-C
Call ball: Up-C, Left-C, Left-C, Up-C, Right-C, Left-C, Down-C, Up-C
Checkpoints: Down-C, Down-C, Right-C, Left-C, Up-C, Up-C, Down-C, Left-C
Death spell: Up-C, Left-C, Left-C, Left-C, Left-C, Up-C, Right-C, Up-C
Low gravity: Left-C, Left-C, Up-C, Left-C, Right-C, Up-C, Up-C, Up-C
Shift camera to the left: Right-C, Down-C, Right-C, Down-C, Up-C, Up-C, Right-C, Left-C
Hercules spell (big Glover): Down-C, Down-C, Down-C, Left-C, Left-C, Down-C, Right-C, Left-C
Frog spell (turn people into frogs by pressing R): Down-C, Left-C, Down-C, Down-C, Left-C, Down-C, Up-C, Left-C
Open portals: Up-C, Right-C, Right-C, Down-C, Left-C, Down-C, Up-C, Right-C
Locate garibs: Left-C, Up-C, Right-C, Down-C, Left-C, Up-C, Left-C, Left-C
All cheats off: Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C

1


2

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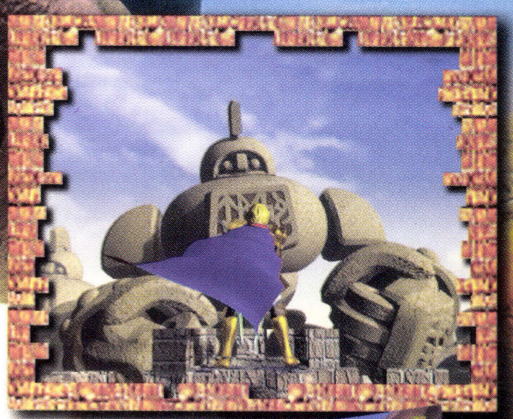

EVERYONE
CONTENT RATED BY ESRB

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RPG/SIM

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Wrestle MANIA!

WCW/nWo Revenge

Cool Codes

Nitro Arena Trick
When fighting in the entrance way throw your opponent into the black door at the very end. He will disappear for several seconds and then will come running out like he just hit the ropes.

Playable Managers
Go to One-on-One Exhibition match and choose wrestlers that have managers. After play begins, press Z on the third and fourth controllers and you will take control of the managers.

Play as THQ Man
Highlight AKI man and press C-Down. THQ is similar to Black Ninja from WCW vs. nWo.

Steal Opponent's Taunt
To steal your opponent's main taunt, rotate the Analog joystick counter-clockwise. Ex. If you're playing Goldberg against Disco Inferno, and do this, Goldberg will begin to get funky and do a disco dance. Try this with everyone for different (hilarious) results.

WWF War Zone

New Features and Modes

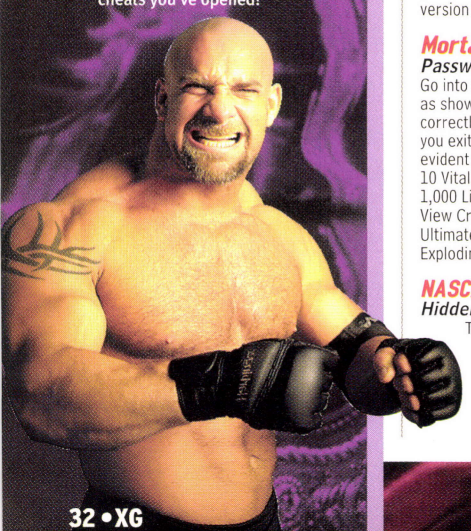
Access Dude Love and Cactus Jack:
Beat WWF Challenge on Normal with Mankind to unlock Cactus Jack and Dude Love.

Burp and Fart Mode:
Beat WWF Challenge with Mosh or Thrasher on any difficulty to get Burp and Fart Mode. Whenever you get hit or hit someone, you'll hear a burp or a fart!

Ladies Night Mode:
Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode.

Play as Sue:
Beat the Challenge with Owen or Bret Hart to access Sue (the ring girl).

Ego Mode:
Beat WWF Challenge with Ahmed Johnson. Now your wrestler's head will grow with every hit. Once you've opened one of the features or modes, press L, then the R button at the Main Menu Screen to move down to the basement. From here, you can access all of the cheats you've opened!



two more teams: Angel Studios and Nintendo!

Awesome Codes

Enter any of these codes to see some strange and awesome visual results!

Angels in the Outfield
After fielding the ball on any play, run to any base except first base. Throw the ball around the bases in this order: 1st, 2nd, 3rd, Home, 3rd, 2nd, Home, 1st, 2nd, 3rd, Home. On the next play where the batter hits the ball to the outfield, have your fielder do a running dive with **button A**, but not toward the ball. Your fielder will leap into the air and stay there! Press **A** to swim flap your arms and **B** to swim through the air with your feet. If you let go of the controls for a little while, he will land.

Pitcher Dance
When you are pitching, press **Up**, **Up**, **Down**, **Left**, **Left**, **Right**, **Right**, **Left**, **Left**, **Down**, **Up**, **Up** before you throw a pitch. Your pitcher will then dance right on the mound!

Home Run Griffey
Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press **Left**, **Left**, **Right**, **Right**, **Right**, **Left** , **Left**. Once you enter this, he will point his bat to the stands. The next hit should be a home run!

Win the World Series
To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice.
Go to the Stadium Select Screen and press **Left-C**, **Right-C**, **Left-C**, **Left-C**, **Right-C**, **Down-C**, **Up-C**, then **Z**. You will automatically be taken to the celebration!

Blow Up the Batter
When you are up to bat, press **Right**, **Left**, **Down**, **Right**, **Left**, **Up**, **Right**, **Left**, **Down**. Your batter will then explode, but he will return after the next pitch. The timing is tricky on this one, so you may have to enter it a few times to make it work.

Mortal Kombat 4

Cheats Menu/Secret Characters

Cheats Menu: From the Main Menu, access the Options. In the Options Screen, highlight the "Continues 3" Option. Then hold the **Block + Run buttons** at the same time for about 10 seconds, or until a Secret Menu appears. Once you see the secret "Cheats" Menu, you will be able to turn on and off endings, fatalities and level fatalities!

Secret Characters: The next tricks will let you access the hidden Goro and Noob Saibot!
Goro: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move **Up** three times and **Left** once (highlighting Shinnok). Then press **Run + Block** simultaneously. When you go to the first round of the fight, you will be playing as Goro!
Noob Saibot: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move **Up** two times and **Left** once (highlighting Reiko). Then press **Run + Block** simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot!
(Note: This trick was done on a preproduction version of the game and is subject to change.)

Mortal Kombat: Mythologies

Password Cheats

Go into the Password Option and enter them as shown. If you do the urns and lives codes correctly, you will hear the sound of fire after you exit. With the other codes, the effects are evident when you exit the screen.
10 Vitality Urns: NXCVSZ
1,000 Lives: GTTBHR
View Credits: CRVDTS
Ultimate Cheat: ZCHRRY
Exploding Boss: RCKMND

NASCAR 99

Hidden Announcer Car

To play as the commentator, Benny Parsons, just follow this method: On the Main Menu Screen, choose a Single Race. On the Single Race Screen, move down to "Select Track." Now choose the Richmond Track. Now move up and highlight the Select Car Option. With this option highlighted, enter this code very quickly (within four seconds): **Up-C**, **Right-C**, **Down-C**, **Left-C**, **Z**, **Z**, **Z**, **L button**, **Z**, **Z**.
The Benny Parsons car will now appear!

NFL Blitz

Incredible Blitz Codes!

Cheat Codes
On the Team Vs. Screen, enter any of these codes with the Turbo, Jump and Pass buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

0-4-0-Up	Huge Head
1-1-1-Down	Tournament Mode (2P)
3-2-1-Left	No Head
1-2-3-Left	Super FGs
1-2-3-Right	Headless Team
0-1-0-Up	Late Hits
0-5-0-Right	Big Football
2-0-0-Right	Big Head
5-0-0-Left	No Stadium
1-5-1-Up	No Punting
4-3-3-Up	Invisible
2-1-2-Left	Clear Weather
5-3-4-Down	Lights Out
5-2-5-Down	Weather: Snow
0-3-2-Left	Fast Turbo Running
0-0-1-Down	Show FG%
0-1-2-Down	No CPU Assistance (2P)
0-3-0-Down	Fog on
0-4-1-Down	Thick Fog
3-1-4-Down	Smart CPU
4-2-3-Down	No Random Fumbles
2-0-3-Right	Big Heads (team)
2-1-0-Up	No First Downs
1-4-1-Right	Big Players
3-1-0-Right	Mall Players
1-1-5-Left	No Play Selection (2P)
0-4-5-Up	Super Blitzing
2-5-0-Left	Fast Passes
2-1-1-Left	Allows Out Of Bounds
5-1-4-Up	Infinite Turbo
2-3-3-Up	Power-up Teammates
3-1-2-Left	Power-up Blockers
4-2-1-Up	Power-up Defense
0-2-1-Right	Show More Field (2P)
1-0-2-Right	Hide Receiver Name
4-0-4-Left	Power-up Speed (2P)
2-2-2-Right	Night Game
5-5-5-Right	Weather: Rain
5-5-5-Up	Hyper Blitz
3-4-4-Up	No Interceptions

Hidden Players
When asked to Enter a Name for Record Keeping, choose "**Yes**." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmel	**0322**	Mark Turmell
Sal	**0201**	Sal Divita
Jason	**3141**	Jason Skiles
Jenifr	**3333**	Jennifer Hedrick
Daniel	**0604**	Dan Thompson
Japple	**6660**	Jeff Johnson
Root	**6000**	John Root
Luis	**3333**	Luis Mangubat
Mike	**3333**	Mike Lynch
Gentil	**1111**	Jim Gentile
Brain	**1111**	Brain
Forden	**1111**	Dan Forden
Skull	**1111**	Skull
Carltn	**1111**	Headless Guy
Shinok	**8337**	Shinnok from Mortal K.
Raiden	**3691**	Raiden from Mortal K.

Other Secret Players
Enter these codes the same way as the ones above.

Thug	**1111**	Van	**1234**
Billz	**0526**	Zz	**1221**
Jimk	**5651**	Marka	**1112**
Ed	**3246**	Todd	**1122**
Mitch	**4393**	John	**5158**
Josh	**4288**	Ryan	**029**
Beth	**7761**	Brian	**0818**
Grinch	**2220**	Paulo	**0517**
Lt	**7777**	Nico	**4440**
Gatson	**1111**	Guido	**6765**
Rog	**8148**	Monty	**1836**

NFL Quarterback Club '99

Cheat Codes

On the Main Menu, access the Enter Cheat Option and enter any of these codes:
1 **MRSHMLLW** - Fat Players
HSPTL - More Injuries
TTHPCK - Skinny Players
SPRTRBMD - Turbo Running
RLSTN - Opponents Score 0
SHTOUT - Start with 12 points

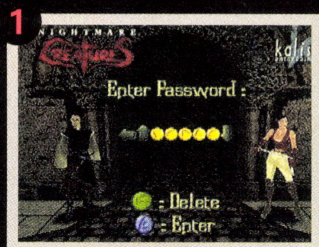
1

Nightmare Creatures

Cheat Menu

To access the Cheat Menu, access the Password Option from the Main Menu.
1 On the Password Screen, enter the code **Left**, **Up**, **Down-C**, **Left-C**, **Right-C**, **Up-C**, **Left-C**, **Down**.
2 A Cheat Menu will appear allowing you to choose your starting level. You will also have unlimited continues and the ability to play as a monster!

1



2

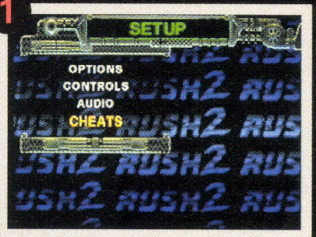
Nintendo 64 Codes

Rush 2: Extreme Racing USA

Cheat Menu and More

1 **Cheat Menu**: At the Setup Screen, hold L+R+Z. While holding these, press all four C-Buttons. A "Cheat" Menu will appear.
Massive Mass Cheat: In the Cheat Menu, highlight the Cheat and hold L+R and press Up-C, Down-C, Left-C, Right-C.
Killer Rats Cheat: In the Cheat Menu, highlight the Cheat and hold L+R and press Z, Z, Z, Z.
New York Cabs Cheat: In the Cheat Menu, highlight the Cheat and press R, L, Z, Up-C, Down-C, Up-C.
2 **Resurrect In Place Cheat**: In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Right-C. Then hold Z+Right-C and press Left-C.
Frame Scale Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Down-C, and press Up-C. Then hold Z+Up-C, and press Down-C.
Tire Scaling Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Right-C. Then hold Z+Right-C, and press Left-C.
Auto-Abort Cheat: In the Cheat Menu, highlight the Cheat and quickly press Up-C four times.
Game Timer Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

1



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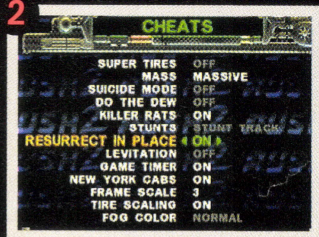


Shun	0530	Gene	0310
Paula	0425	Dbn	6969

NFL Quarterback Club '98

Many Cheat Codes

On the Main Menu, access the Enter Cheat Option. Now enter any of these codes for various results:
SPRTRBMD - All players run in Turbo Mode.
FRMBYFRM - Players move in slow motion.
NBCTCKLS - Tackle ball carrier is turned off.
SPRDPRTCKL - Always tackle
TGHTGRP - No turnovers
SPRTMMD - All player attributes are at maximum.
LDSTRTRK - When QB throws the ball, it appears in the receiver's hands.
YNSTYNS - Discipline and Awareness is set to maximum for all players.
BGTWSTRS - Ball carrier spins around constantly until he's tackled.
TRNTDLFR - QB accuracy is set to zero for all QBs.
LLDFSCK - All defensive attributes are set to zero.
LLFFSCK - All offensive attributes are set to zero.
BGSPRDV - Dive distance is greater.
SPRBGRMS - QBs throw the ball 100 yards; Kickers kick the ball 100 yards; Punters punt the ball 100 yards.
STNTXTM - Access the Acclaim, Iguana, AFC and NFC teams for quick play.
MNFLDMD - Players do a dive every three secs.
LWYSTPSS - Players always tip the ball in the air on passes.

South Park

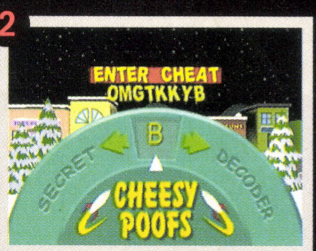
All Characters in Multiplayer

1 From the Main Menu Screen, choose the Enter Cheat Option.
2 On the Secret Decoder Screen, enter **OMGTKKYB** as your code, and then press button **B**. The screen will say "All Characters Activated."
3 Now, in Multiplayer Mode, go to the Character Select Option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Starvin Marvin and Big Gay Al!

Jeff Barrion
Winnipeg, Manitoba

1

2



3

NHL Breakaway 98

Many Codes and Secrets

Cheat Menu: At the Main Menu Screen, press Left-C, Right-C, Left-C, Right-C, R button, R button. The Cheat Menu will appear as a new option at the bottom.
Perfect Player: At the Create Player screen, enter your player's name as Jim Jung. After you enter that name, all of his stats will be maxed out!
Player Inspection: At the Create Player Screen, press any of the C buttons to rotate your player in any direction.
Bonus Points: At the Season Mode Main Menu Screen, enter this code for extra bonus points whenever you enter it: Left-C, Left-C, Right-C, Right-C, Left-C, Left-C, Right-C, Right-C, R button.
Pull Computer's Goalie: After beginning your game, press Start to pause and then go into the Game Options setting. Now go to the Controller Setup and move your controller to the other team's side. Now go into the Team Options and then choose the Pull Goalie Option. Now go back into the Game Options again and on the Controller Setup Screen, move back to your original team. Now the computer's goalie will be out of your way!

Off-Road Challenge

Tracks and Trucks

These codes will give you access to three new tracks and all-new Monster Trucks:
El Cajon Track - On the Track Selection Screen, hold **Up** on the control pad and press the **L+R buttons** simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold **Z** and press the **A button**.
Flagstaff Track - On the Track Selection Screen, hold Left on the control pad and press the **L button**. You'll hear an air wrench sound. Now highlight the Mojave track, hold **Z** and press the **A button**.
Guadalupe Track - On the Track Selection Screen, hold **Down** on the control pad and press the **R button**. You'll hear an air wrench sound. Now highlight the Vegas track, hold **Z** and press the **A button**.
Monster Trucks - On the Truck Selection Screen, press one of the following **C buttons** to get the alternate Monster Truck:
Left-C = Thunderbolt
Right-C = The Crusher
Up-C = 4x4 Monster
Down-C = Punisher

PilotWings 64

Birdman in New York

When flying around in PilotWings 64, you come across some secret spots. Well, here's a neat little trick that even beginners can do! Just choose the Rocket Belt as your flying device and go into the Class A Level. Pick your character and begin playing. Now fly to the ocean and go north along the shore until you reach the other city. As you get closer, you should notice a greenish-looking building. Fly in front of it, and you will also notice that there are two entrances. Go inside the side entrance, until you reach the other end.
If done correctly, you should see that there are different surroundings. There should also be a special star to your left that will turn you into "Birdman!" Fly around a little more and you should see that you have warped to the city of New York!

Quake 64

Debug Menu

Go to the Load Screen from the Main Menu. When asked for a

High-Speed HAVOC

Extreme-G

Codes Galore

Go to the Bike Selection Screen and press the **R button** to go to the Controls Screen. Move up to the Name Option and access it. Now clear the current name and enter one of the codes shown below for various results.
MAGNIFY: Puts the view closer to the bike.
NITROID: Unlimited Nitros
ROLLER: This turns the bike into a boulder.
UGLYMODE: Graphics are pixelated.
ANTIGRAV: Turns the screen upside down.
ARSENAL: Infinite number of missiles
STEALTH: Bikes will now be invisible.
XTREME: Super speed
FISHEYE: Bike is farther away on screen.
GHOSTLY: The graphics are transparent.
WIRED: Everything is in Wire Frame Mode.
BANANA: The track will be more slippery.

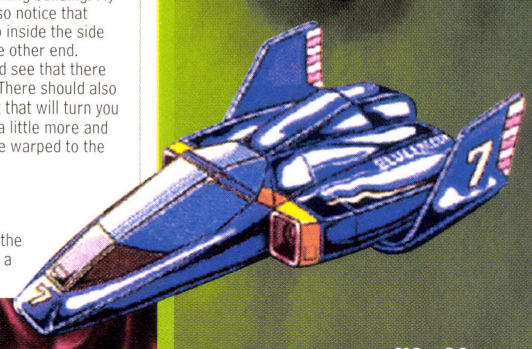
New Bikes

Go to the Options Menu, choose the Enter Password Option and enter this awesome code: **61GGB5**. This will open up all tracks and give you access to the Roach and Neon bikes!

F-Zero X

Many Cool Codes

All Vehicles, Tracks and Difficulties
On the Title Screen, press **Start** to get the Mode Select Screen.
On the Select Mode Screen, enter this code as shown: **L button, Z, R button, Up-C, Down-C, Left-C, Right-C, Start**. You'll hear a sound. Now choose the GP Race. A new difficulty called "Master" will be open!
On the Select Course Screen, a new set of random tracks called the X Cup will also be opened.
Also on the Select Machine Screen, you will now have access to every vehicle in the game!
Shrink Vehicles
On the Vehicle Selection Screen, press and hold **L+R button+Up-C+Down-C+Left-C+Right-C**. The cars will shrink! Now the smaller cars will be at your disposal!
Vehicle Rotation
On the Vehicle Customization Screen, press any of the **C buttons** to rotate your vehicle in any direction.



Arcade TRICKS

Daytona 2
Hidden Views

Battle on the Edge is the sequel to the hottest and well-known racing games of all time.

Hidden Perspectives
Helicopter view:
Press all 4 VR (view) buttons + Start

Driver View:
Press VR2 once, then press VR2 + Start

Car Back View:
(Scud Race/Super GT style):
Press VR3 + Start

Tire View:
Press VR1 + VR2 + Start or VR2 + VR3 + Start

Alternative VR4:
Press VR4 + Start

Rapid River
Various Game Cheats

Penguin Chase:
On Glacier Land, get the Time Extension, then when you return to the fork in the river, enter Dinosaur Land. Instead of a T-Rex chasing you, it will be a huge penguin!

Pac-Man Chase:
In the Autumn Season area, if you hit rocks and spin three times as you travel down the ravine and then enter Dinosaur Land, it is a huge Pac-Man that chases you instead of a T-Rex.

Raining Pac-Mans:
In the "Evening along the Nile" level, if you place the raft on top of the geysers and are lifted in the air at least four times, it starts to rain little Pac-Mans!

Secret Path:
In Glacier Land, bounce into the left wall right after the tunnel. The wall breaks apart to reveal a secret path to the whirlpool area.

Controller Pak, choose "Do Not Use Pak." The Password Screen will appear. Enter all **Q's** for your password. It should say that you have entered an Invalid Password. Now press **B** to exit. Go into the Options Screen and "Debug" will appear above the other options! Go into this new option to pick Start Map, God Mode, Weapons and Target (enemies can't see you).

Rampage: World Tour
Level Select

At the Character Select Screen, hold L and all four C buttons until you hear a noise. Now press Start. When the screen that shows the level you're about to play appears, press Left and Right to change the city or press Up and Down to change the country.

Robotron 64
Various Game Cheats

Enter the codes on the Main Screen.
At the Main Screen—
50 Extra Lives: **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **Left-C**, **Right-C**, **Left-C**, **Right-C**.
Level Select (find the results in the Setup Menu): **Down**, **Up**, **Left-C**, **Down**, **Left-C**, **Right-C**, **Down**, **Right-C**.

San Francisco Rush
Secret Alcatraz Level

Go to the Start Game Menu and choose Circuit. Now on the Select Player Screen, choose the Just Play Option. The "Enter Code" Option will flash. Choose this option and put in this password as follows:

8DP5KG5L4G59P
G92WVCQY0DRDQ

After you enter this circuit-winning code, the Circuit Menu appears. Choose the option to Continue Circuit and let time run out while racing. You'll be rewarded with a Celebration Screen and the code to get the Formula 1 car. Now you're on your way to getting Alcatraz.
On the Car Select Screen: Hold **Left-C**, then **Z** and release them. Press **Left**. On the Setup Screen: Hold **Up-C**, then **Z** and release them. Press **Up**.
On the Car Select Screen: Hold **Down-C**, then **Z** and release them. Press **Down**, **L button**, **R button**. Now go back to the Select Track Screen and you will be able to choose Track 7, which is the Alcatraz Track!

Shadows of the Empire
More Powerful Debug Code

This difficult code requires one very flexible gamer—or two people—to work. First, enter your name as: **_Wampa_ _Stompa** (One space before Wampa, two spaces before Stompa).
Begin playing a level; press **Start** to pause. Now press and hold the following buttons simultaneously: **L button**, **R button**, **Up-C**, **Down-C**, **Left-C**, **Right-C**, **Z** and **Left** on the D-pad. With all of these held (here comes the tricky part), press the **analog stick halfway to the Left** and wait until you hear a low beep. Now press **halfway to the Right** and wait for the low beep again. Press **halfway to the Left** again and wait for the beep, and then again **halfway Right**. Do it once more **halfway Left**. If done properly, you should see pink text above all the other options on the top of the screen.
Use the **L** and **R buttons** or **Left** and **Right** on the D-pad to switch between the available Debugging Options such as Invincibility, 50 lives, get all stuff, antialiasing, texture, lighting, fog, next level, kill Dash and much more!
Resume your game to take advantage of any of the Debug Options. To get the Debug Menu again, pause the game and press **L button**, **R button**, **Up-C**, **Down-C**, **Left-C**, **Right-C**, **Z**, and **Left** on the D-pad. With all of these held, hold halfway **Left** on the analog stick and the debug text will reappear.

Space Station Silicon Valley
Hidden Level

From the Saved Game Select Screen, press: **Down**, **Up**, **Z button**, **L button**, **Down**, **Left**, **Z button**, **Down**. If you did it correctly, you will hear a "ping" sound. If not, keep trying until you hear it. Select your saved game and the Zone Select ring will appear. Press **Left** to back up one zone and you will see the hidden level!

Top Gear Rally
Many Cheats

Here are various cheats and secrets. These first two codes must be done while in a race.
PlayStation Mode: B, L, R, U, L, Z, R
Rainbow Mode:
C Down, Z, B, U, U, R
Car Color Changes: Before you select your car, hold down the L and R shoulder buttons and all four C buttons, and press either Up or Down. After you do that hold the L and R shoulder buttons, either Up or Down on the control pad and press any C button.
Mirror Car: After you finish the fifth year (and all six of the seasons), click on the lower C button at the Car Selection Screen.

Turok: Dinosaur Hunter
The Big Cheat

This incredible code is the mother of all cheats for this game! Many people have been wondering how to access warps easily. Access the "Enter Cheat" Option from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows:**NTHGTHDGDCRTDTRK**Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight and automatic warps to the Bosses of the game!
Many Cheat Codes
On the Title Screen with the menu, either choose Start Game or Enter Cheat. If you begin playing your game, press Start to pause it. A Pause Menu will appear with an option to enter your cheats here as well as the Title Screen. Highlight the "Enter Cheat" Option and access it. On the Cheat Code Screen, put in any of the following codes to get the results shown here:
CMGTSMMGGTS: This code gives you all of the weapons.
BLLTSRRFRND: The code gives you unlimited ammunition.
FRTHSTHTTRLSCK: Unlimited lives are at your disposal.
Robins Cheat
Begin playing your game and press Start. A Pause Menu will appear with many options including one to enter your cheats. Highlight the "Enter Cheat" option and access it. On the Cheat Code Screen, enter RBNSMTH. This will give you "Robins Cheat" which turns on multiple cheats including invincibility, unlimited ammo, all weapons and even a new Big Head Mode, where many of the enemies in the game have huge heads and lower voices!

Wayne Gretzky Hockey '98
Get Bonus Teams

Go to the Options Screen. Hold **L button** and press **C-Right**, **C-Left**, **C-Left**, **C-Right**, **C-Left**, **C-Left**, **C-Right**, **C-Left**, **C-Left**. If done correctly, the new teams will be available right away.
Choose Your Opponent
Highlight the team you want to play against and press **C-Right** three times. If done correctly, you will hear a click.
Nonstop Fighting
At the Options Screen hold the L button and press **C-Right**, **C-Left**, **C-Left**, **C-Right**, **C-Down**, **C-Up**, **C-Up**, **C-Down**, **C-Left**, **C-Right**, **C-Right**, **C-Left**, **C-Right**, **C-Left**. If done right, you'll get in a fight every five to 20 seconds.

Wetrix
Change Floor Sets

If you complete all 16 practice rounds, the background color of the Main Screen will change to red. Now go to the Options Screen and you'll see a new option called "Floor." This will let you choose from many different floor sets such as the Mona Lisa and the American Flag.

World Cup '98
Hidden Team

From the Team Select, access the Team Management Option. On this screen, choose the "Customize Player" Option. Type **BuryFC** as a name of any player. The names of the England team then become Creations football team and development team for World Cup.

Turok 2: Seeds of Evil

Hidden Stage and Cool Colors

1. Enter any of these codes at the Enter Cheat Option on the Main Menu Screen, or when paused, access the Enter Cheat Option and enter a code.
2. Access the Cheats Option to turn on the cheats of your choice.

To get Big Head Mode enter: **UBERNOODLE**
To get Stick Mode enter: **HOLASTICKBOY**
To get Big Hands and Feet Mode enter: **STOMPEM**
To get Tiny Mode enter: **PIPSQUEAK**
To get Pen and Ink Mode enter: **IGOTABFA**
To get Gouraud Mode enter: **WHATSATEXTUREMAP**
To access Juan's cheat enter: **HEEERESJUAN**
To access Zach's cheat enter: **AAHGOO**
To access the Blackout cheat enter: **LIGHTSOUT**

3. To make your characters wear frooty stripes enter: **FROOTSTRIPE**

1

2

3

Do You Have An

IRRITATING STICK ?

The ultimate action puzzle game comes to the PlayStation® game console! Test your skill and nerves against some of the most diabolical 3D mazes ever to hit a video screen. Based on a wildly popular Japanese TV program, **Irritating Stick** *is addictive, entertaining and* **IRRITATING!!!**

One Player, Two Player or even a Tournament Mode with up to Eight Players; **Irritating Stick** *features virtually unlimited 3D mazes that can be created in the Edit Mode, as well as three distinct courses each containing several of the most mind boggling challenges you've ever faced in a video game. You can even set up special "Irritants" to further complicate your competitor's life, but remember; turnabout is fair play!*

EVERYONE E CONTENT RATED BY ESRB

www.jaleco.com

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JALECO®

PlayStation®

GameShark CODES

Bomberman World
GameShark Codes

Infinite Time: **80078bf84000**
Infinite Lives:
8007f0380009 **800cdb700009**

Brave Fencer Musashi
GameShark Codes

Infinite BP:
80078eb60172 **80078eb80172**
Infinite Cash: **80078e8e0001**
Quick Level Gain: **80078fo8ffff**
(FF8 Demo) Quick Attack Zell:
800d89d85dco **80068acc5dco**
(FF8 Demo) Quick Attack Squall:
800d8a305dco **80068c085dco**
(FF8 Demo) Quick Attack Rinoa:
800d8a885dco **80068d445dco**

Crash Bandicoot: WARPED
GameShark Codes

99 Lives:
d005beecf64c **800b5d4c6300**
d005beecf64c **80068f586300**
Enable All Powers: **80069178003f**
Have All Gems:
80068fb0ffff **80068fb2ffff**
80068fb4ffff **80068fb6ffoo**
Have All Sapphires: **800691b4ffff**
800691b6ffff **800691b8ffff**
Have All Crystals: **8006912cffff**
8006912effff **80069130ffff**

G. Darius
GameShark Codes

Infinite Credits: **800abd800003**
Infinite Lives P1: **800ba69e0003**
Invincibility P1: **800ba6a200e2**
Infinite Capture Balls P1:
800bac2a0400
Max Missiles P1: **800babd80502**
Max Bombs P1: **800bac080202**
Max Arms P1: **800bac280402**
Infinite Lives P2: **800badaa0003**
Invincibility P2: **800badae00e2**
Infinite Capture Balls P2:
800bb3360400
Max Missiles P2: **800bb2e40502**
Max Bombs P2: **800bb3140202**
Max Arms P2: **800bb3340402**

HardBall '99
GameShark Codes

Home Team Scores 0:
300e3ee90000
Home Team Scores 50:
300e3ee90032
Away Team Scores 0:
300e3ee80000
Away Team Scores 50:
300e3ee80032

Kensei: Sacred Fist
GameShark Codes

Infinite Health P1:
800c4d700090 **800ce25c00c0**
Infinite Health P2:
800c4d860090 **800cf5f800c0**
Extra Characters:
80010588ffff **8001058a003f**

MediEvil
GameShark Codes

L2+R2 Health Restore:
d00f192c0a00 **800f8174012c**
L2+R2 Infinite Cash:
d00f192c0a00 **800f828c2710**

Armored Core: Project Phantasma
Views, Names and Emblems

Fixed Camera:
Press and hold the **Circle + X buttons** simultaneously. While doing this, press **Start**. Press **Start** again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.
Cockpit View:
Press and hold the **Triangle + Square buttons** down simultaneously. While doing this press **Start**. Press **Start** again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.
Change Pilot's Name:
With "A.C. Name Entry" highlighted, press and hold the **Select button**. Then press the **X button**. You will now be able to change your originally registered pilot's name.
Emblem as Raven's Nest Wallpaper:
While in "Edit Emblem," press and hold the **L1** and **R1 buttons** and then press **Select**. The selected emblem will now be tiled over the background.

Auto Destruct
Several Cheats

To use any of these codes, go to the Cheat Menu. To do that pause the game while in a mission and press **Up**, **Down**, **Left**, **Right**, **Down**, **Right**, **L1**, **R1**, **R1**. After you do that, enter these codes to get the following effects:
Extra Nitros: Press **L1**, **Circle**, **Down**, **L1**, **Up**, **Square**, **Circle**, **R1**. Then press the Nitros Option to get one more nitro each press.
Extra Money: Press **L1**, **R1**, **Up**, **Circle**, **Down**, **Square**, **Right**, **R1**, **L1**.
Add Minute to time: Press **Down**, **L1**, **L1**, **Circle**, **Circle**, **R1**, **Up**, **Square**, **L1**. Then press the Add Minute Option to get an extra minute.
Invincibility: Press **L1** four times, **Left**, **Circle**, **Circle**, **Square**, **L1**.
Infinite Fuel: Press **L1**, **Circle**, **Left**, **L1**, **Circle**, **R1**, **L1**, **Up**, **R1**, **Down**.
Car Tuneup Menu: Press **L1**, **R1**, **L1**, **Up**, **Down**, **Circle**, **Down**, **Right**, **Left**, **Square**, **R1**. Then press the Car Tuneup Option on to modify your car.
New York Time Trial: Press **L1**, **Right**, **Down**, **Left**, **Up**, **R1**.
Subway Time Trial: At the Main Menu Screen, press **L1**, **Left**, **L1**, **R1**, **Right**, **R1**. Now access the Time Trials Option and a new Subway Option.
Debug Mode: In the middle of the game, press **Start** to pause. Now press the following: **Up**, **Right**, **Left**, **Down**, **Circle**, **L1**, **R1**, **R1**, **L1**, **Circle**, **Down**, **Left**, **Right**, **Up**. You'll hear a sound and the words "Debug Configuration" will appear underneath the Quit Game Option. Access this option to receive All Weapons, toggles for Debug Text, Speech Text and Collisions!

Bomberman World
Stage and Cheat Codes

Just enter the following codes at the Password Screen to enable the codes.
Level Codes:

Stage 1-1: 2180	Stage 1-2: 1986
Stage 1-3: 1910	Stage 1-4: 2911
Stage 1-5: 1060	Stage 2-1: 2008
Stage 2-2: 0718	Stage 2-3: 1704
Stage 2-4: 1401	Stage 2-5: 2701
Stage 3-1: 0902	Stage 3-2: 0209
Stage 3-3: 2713	Stage 3-4: 1068
Stage 3-5: 3639	Stage 4-1: 9174
Stage 4-2: 0648	Stage 4-3: 2736
Stage 4-4: 0588	Stage 4-5: 1891
Stage 5-1: 6235	Stage 5-2: 2238
Stage 5-3: 1207	Stage 5-4: 3021
Stage 5-5: 0351	

Full Power:

Stage 1: 1197	Stage 2: 1418
Stage 3: 7310	Stage 4: 2777
Stage 5: 3623	

Pure War: 1622
Crazy Blocks: 6833
Battle Megamix: 8686
Extra Battle Stages: 3636

C: The Contra Adventure
Many Cheat Codes

Input the combinations on the Main Menu Screen.
Level Select - Left, Up, Right, Square, Square, Triangle, Triangle, Down
Unlimited Lives - Up, Right, Square, Triangle, Right, Left, Square, Triangle
Unlimited SuperBombs - Square, Square, Right, Down, Down, Left, Square, Triangle
Super Machine Gun - Right, Right, Square, Triangle, Right, Left, Down, Down
Movie Player - Triangle, Triangle, Down, Square, Up, Up, Left, Triangle

Cart World Series
Special Password Cheats

These cheats will get you some special-looking tracks and strange options for your car. On the Type Screen, choose a race (Single Race or New Season) and on the Select Driver Screen, move Left until you see "Create Driver." Now enter one of the passwords as shown to get the following results:
NIGHTRID - Drive at night
SPACERID - Tron-like tracks
GEK - You will race two laps in Season Mode.
WHEELS - There will be no body on your car.
FLOAT - Tracks will have half the normal gravity (you will have less traction than normal races).
RADBRAD - Tracks have more gravity than normal.
BANZAI - You won't collide with any other cars.

Colony Wars: Vengeance
Password Cheats

Here are some password cheats for Colony Wars 2 (all are case-sensitive):
Enter all at the Password Screen.
Invincibility: **Vampire**
All weapons: **Tornado**
Primary weapons available: **Dark Angel**
Infinite secondary weapons: **Chimera**
Infinite afterburners: **Avalanche**
Infinite money: **Hydra**
All ships: **Thunderchild**
FMV and Mission Select: **Demon**
All missions, all ships, infinite secondary weapons, etc: **Blizzard**
Disable Cheats: **Stormlord**

Apocalypse

Cheats and Codes

1 To enable cheats, pause the game and hold down the **L1 button** and then input the code.
Invincibility - **Down**, **Up**, **Left**, **Left**, **Triangle**, **Up**, **Right**, **Down**
All Weapons - **Square**, **Circle**, **Up**, **Down**, **X**, **Square**
2 Unlock Levels - **Triangle**, **Up**, **X**, **Down**
Debug Info Cheat - **Down**, **Down**, **Triangle**

1

2

Duke Nukem: Time to Kill
Appearance and Cheat Codes

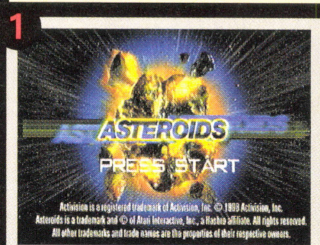
To change Duke and the enemy's appearance,

Asteroids

Cool Asteroids Codes

1 On the Title Screen when "Press Start" is flashing, press and hold the **Select** button and press the following buttons in this order for the results as shown:
Unlock Classic Asteroids - Circle, Circle, Circle, Triangle, Square, Square, Circle
Unlock the Fourth Ship - Triangle, Circle, Circle, Triangle, Square, Circle, Square
2 **Level Select** - Square, Triangle, Circle, Triangle, Triangle, Square, Circle. Once you are in a game, you can change levels, zones and turn the collision off by simultaneously pressing Select + Start and then choosing the option you want and pressing L1 to activate that cheat.
Classic Asteroids Codes - The following codes will work once you pause in the middle of the classic asteroids game.
Add One Life: Up, Down, Left, Right, Circle, Square, X, Triangle
99 Lives - Up, X, Down, Triangle, Left, Square, Right, Circle
Invincibility - Down, Down, Up, Up, Circle, Square, Triangle, Triangle

1



2

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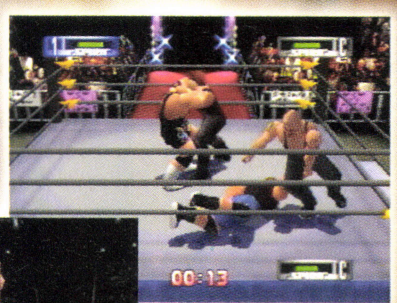

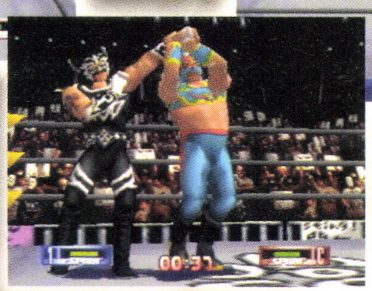

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GameShark CODES

Metal Gear Solid
GameShark Codes
Infinite Air: 800ae1ac03e7
SOCOM Pistol and Ammo: 800b75320019
FAMAS Rifle and Ammo: 800b75340065
Grenade: 800b7536000c
Nikita and Ammo: 800b75380004
Stinger and Ammo: 800b753a0004
Claymore: 800b753c0006
C-4: 800b753e0006
Stun Grenade: 800b75400006
Chaff Grenade: 800b75420006
PSG1 Rifle and Ammo: 800b75440006
Extra Ammo SOCOM: 80067cd00001
Extra Ammo FAMAS: 800682ec0001
Extra Ammo Stinger: 80066951c0001
Extra Ammo PSG1: 80066a3700001

Psybadek
GameShark Codes
Infinite Lives: 800aa6986300
Have 999 Stars: 800b05e403e7

Resident Evil 2: Dual Shock
GameShark Codes
(Claire) L1+L2 Health Restore: dooce2b40005 800cfd0600c8
(Claire) L1+Triangle For Grenade Launcher: dooce2b40014 800d49f4ff09
(Claire) L1+X For Grenade Launcher (Fire): dooce2b40044 800d49f4ff0a
(Claire) L1+Square For Grenade Launcher (Acid): dooce2b40084 800d49f4ff0b
(Claire) L2+Triangle For Bowgun: dooce2b40011 800d49f4ff0c
(Claire) L2+Square For Spark Shot: dooce2b40081 800d49f4ff0e
(Claire) R2+Triangle For Submachine Gun: dooce2b40012 800d49f4ff0f
(Claire) R2+Square For Gatling Gun: dooce2b40082 800d49f4ff12
(Claire) Infinite Health: 800cfd0600c8
(Claire) L2+X For Colt S.A.A.: dooce2b40041 800d49f4ff0d
(Leon) L1+Triangle For Magnum: dooce2fc0014 800d4a3cff05
(Leon) L1+X For Custom Magnum: dooce2fc0044 800d4a3cff06
(Leon) L1+Square For Shotgun: dooce2fc0084 800d4a3cff07
(Leon) L2+Triangle For Custom Shotgun: dooce2fc0011 800d4a3cff08
(Leon) L2+Square For Submachine Gun: dooce2fc0081 800d4a3cff0f
(Leon) R2+Triangle For Flamethrower: dooce2fc0012 800d4a3cff10
(Leon) R2+X For Rocket Launcher: dooce2fc0042 800d4a3cff11
(Leon) R2+Square For Gatling Gun: dooce2fc0082 800d4a3cff12
(Leon) L1+L2 For Health Restore: dooce2fc0005 800cfd4e00c8

pause the game and enter one of these codes:
Big Head Duke -- R1, R1, R1, R1, R1, R1 R1, R1, R1, Up
Tiny Head Duke -- R1, R1, R1, R1, R1, R1, R1, R1, Down
Big Head Enemies -- R1, R1, R1, R1, R1, R1, R1, R1, R1, Left
Note: If you have Big Head Duke and want it to be Tiny Head, then just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big.
Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.
Infinite Ammo - L, R, L, R, Select, L, R, L, R, Select
All Weapons - L1, L2, Up, L1, L2, Down, R1, Right, R2, Left
All Inventory - R1 x 5, L2 x 5
All Keys - Up, Right, Up, Left, Down, Up, Right, Left, Right, Down
Invisible - L1, R1, L1, R1, L1, R1, L1, R1, L1, R1
Double Damage - L2, R2, L2, R2, L2, R2, L2, R2, L2, R2
Temporary Invulnerability -- R1, L2, L1, L2, R1, L1, R1, L2, L1, L2
Super Weapons - Right, Right, Left, Right, Right, Left, Right, Right, Left, Select
Level Select
While playing, pause the game and press Down nine times and then press Up. It should say Level Select. Now quit the game, and on the Main Menu, you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

Einhänder
Default Gunpod Weapons
Here is a method for you to begin the game with gunpod weapons. First, start the game and get to a point in the game where you can get some gunpod weapons. Then you must intentionally die and use all of your lives. On the Continue Screen, let the counter go to zero. The "Game Over" Screen will appear. When the Title Screen appears, select "Game Start." After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons even if you die!

The Fifth Element
Cheat Menu
On the Main Menu Screen, press **L1**, **L2**, **R2**, **R1**, **Select**. You will hear a sound. Then choose "New Game" and the Cheat Menu will be displayed. Now you can choose from plenty of options such as your beginning level, shields, all weapons, objects and more!

Frogger
Special Cheat Screen
These tricks will give you great cheats to help you along in the classic come back to life.
All Zones Open - Pause the game during play and press **Right**, **Square**, **Triangle**, **Square**, **Triangle**, **R1**, **L1**, **R1**, **L1**, **Circle**.
Infinite Lives - Pause the game during play and press **Right**, **Square**, **Triangle**, **Square**, **Triangle**, **X**.
Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

G. Darius
Free Play
This method may take awhile, but it will gain you a way to get Free Play Mode! To do this, just play through the game multiple times and use up 100 credits in the process. After you do this, the next time you play, the text on the bottom of the screen will show that you have a Free Play! Now you can blow through the entire game without any worry of using up your continues!

Gex: Enter the Gecko
Debug Menu
Press **Start** to pause the game. Then hold **L2** or **R2** and press **Left**, **Circle**, **Up**, **Down**, **Right**, **Right**, **Left**, **Triangle**, **Up**, **Down**. You should hear a sound if you did the sequence correctly. Press **Start** to unpause and then press Select to bring up the Debug Menu! Move up and down the menu with the D-pad and access any of the cheat menus with **X**. You'll be treated to a Level Select Menu, Collectibles Menu, stats and more!

Heart of Darkness
All Levels and Cinemas
With the game off, make sure you have a controller in port two. Now hold down all **four Shoulder buttons**. Turn the game on and when you get to the Main Menu Screen, access the Options Screen (while still holding the four buttons). From the Options, you'll go to the Treehouse. From there go to "Load Game" and you'll have access to all levels and cinemas!

Hot Shots Golf
All Characters and Courses
To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller two and hold the **L1+L2+R1+R2 buttons** simultaneously before the Title Screen appears. While holding these, go to the Title Screen. Immediately after the flash happens, press **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left**, **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, **Right**, **Left**. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game, and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available!

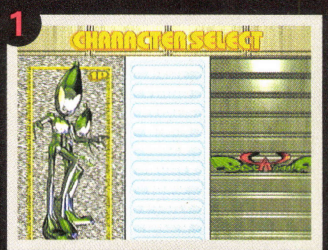
Legacy of Kain
Game Codes
Blood Refill
While playing, press **Up**, **Right**, **Square**, **Circle**, **Up**, **Down**, **Right**, **Left** to refill your blood.
Full Magic
To fill your magic meter, press **Right**, **Right**, **Square**, **Circle**, **Up**, **Down**, **Right**, **Left** while playing.
View all Videos
To view all the video clips, press **Left**, **Right**, **Square**, **Circle**, **Up**, **Down**, **Right**, **Left** while playing, then press **Select** and view the Dark Diary.

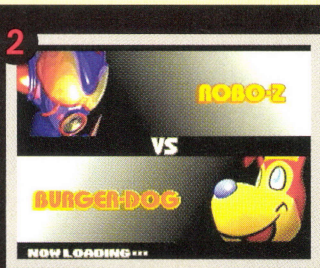
Madden NFL 99
Cheat Codes
At the Main Menu Screen, move down, highlight and access the "Code Entry" Option. On the Code Entry Screen, press X on New Code Option.
Enter any of the codes for the results shown:
New Teams
BESTNFC - All Stars NFC
AFCBEST - All Stars AFC
BOOM - Madden '98 Team
IMTHEMAN - Stats leaders
PEACELOVE - All '60s team

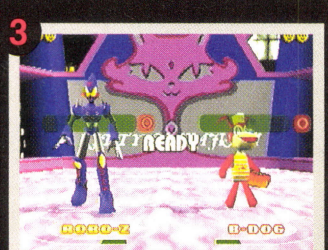
Bust A Groove

Various Game Cheats

Dance Preview:
Finish the game under the Normal difficulty setting with any character and you'll open the Dance View on the Main Menu Screen. You will be able to view dance moves, mess with camera angles, etc. with any of the characters who completed the game. Make sure you save!
Alternate Characters:
Highlight a character from the Player Select Screen and hold the Select button. With Select held, press X. You'll get that character's alternate costume.
1. Play as Capoeira:
Finish the game under the Normal difficulty level with any character. Now you can choose Capoeira.
2. Play as Robo-Z:
Finish the game under the Normal difficulty level with any character after you acquire Capoeira.
3. Play as Burger Dog:
Finish the game under the Normal difficulty level with Hamm after acquiring Robo-Z.
Play as Columbo (the mouse):
Finish the game under the Normal difficulty setting with Shorty after acquiring Robo-Z.
4. Now you will be able to access all the hidden characters in One- or Two-player Mode!







PlayStation Codes

BELLBOTTOMS - All '70s team
HEREANDNOW - All '90s team
TURKEYLEG - Madden All-Time Greats
THROWBACK - 75th anniversary team
GEARGUYS - NFL equipment team
WELCOMEBACK - '99 Cleveland Browns
INTHEGAME - EA Sports Team Secret Stadiums
EA STADIUM - EA Sports
DOGPOUND99 - Cleveland
THEHOGS - RFK Stadium Washington, D.C.
NOTAFISH - Old Miami
SOMBRERO - Old Tampa
FOR RENT - Astrodome
OURHOUSE - Tiburon
STICKEM - Original Oakland

Mass Destruction

Open Every Level

Access all the missions with this password. Enter it at the Password Screen:
TTTTTTTTTTTGP.

Metal Gear Solid

Snake's Tuxedo

To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Mortal Kombat 4

Hidden Cheat Menu

From the Main Menu, choose Arcade and 1-on-1 Kombat. Begin a game with two players. Have both player one and two choose any character. At the Versus Screen, enter this Kombat Kode: **302-213**. After you begin your match, press **Start** to pause and choose "Quit." Back at the Main Menu, go into the Options Screen. Now highlight the "Vs. Screen Enabled" Option and hold **Block + Run** simultaneously for about 10 seconds or more. Eventually, you will hear a voice and the "Cheats" Menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her" in the game, and then press **Down + High Punch** at the same time. Your character will then do the fatality that was turned on in the Cheats Menu.

Nanotek Warrior

Various Game Cheats

Press **Start** to pause during the game and enter any of the codes:
Stop your Ship: **Triangle**, **Left**, **Triangle**, **Right**, **Triangle**, **Up**, **Triangle**, **Start**. Stop your ship at any time by pressing **Triangle**.
Enable your Memory Card: **Left**, **Right**, **Left**, **Left**, **R2**, **Circle**, **L1**, **X**. This allows you to save a game onto the memory card. A memory card must be inserted prior to booting up for this to work. Once the code is entered, you can save by quitting out. Then you will be put into the modified Password Screen from where you may save.
Access Full-Shield: **Select**, **Circle**, **Right**, **Up**, **Up**, **L1**, **L1**, **X**. This allows you to gain full shield capacity.
To access Warp Sim: **Circle**, **Square**, **Circle**, **Square**, **Triangle**, **Triangle**, **Triangle**, **X**. This allows you to simulate the speed burst of the warp zones.

Lock-On Lightning Bolt

When you finish the game on the Hard difficulty setting, you get a lock-on lightning bolt special weapon. With this password, you can get it without beating the game. Just highlight and enter the Password Option from the Main Menu Screen and enter: **X**, **Square**, **Triangle**, **Circle**, **Square**, **Circle**, **X**, **Triangle**, **X**. You'll be taken to Level 1 with your ship souped-up with spread lasers and the new Lightning Bolt weapon which can be used with the **Circle** button.

NASCAR 99

Play as Announcer's Car

From the Main Menu Screen, choose the Single Race Option. On the Race Setup Screen, choose the Select Track Option. Now select the Richmond track. Move up and highlight Select Car and enter this code within four seconds: **R2**, **R2**, **L1**, **L1**, **L2**, **L2**, **R1**, **R1**, **R2**, **L1**. You will hear a sound and the Benny Parsons car will appear!

Need For Speed III

Open Cars, Tracks, Etc.

From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the following passwords:
SPOILT: This gives you all the regular cars and tracks.
1JAGX: Open the Jaguar XJR-15 Bonus Car
AMGMRC: Get the Mercedes-Benz CLK GTR

NFL Blitz

Blitz Cheats

These codes worked on the arcade, and now they also work for the PlayStation arcade version! Enter the following codes during the Vs. Screen. Some codes may not work in one-player games and some two-player codes may require both players to do the code.
For No CPU Assist press **Jump (1X)**, **Pass (2X)** and pad **Down**. (Two-player Mode only)
To Show More Field press: **Jump (2X)**, **Pass (1X)** and pad **Right**
For Fog On press: **Jump (3X)** and pad **Down**
For Fast Turbo Running press: **Jump (3X)**, **Pass (2X)** and pad **Left**
For Huge Head press: **Jump (4X)** and pad **Up**
For Thick Fog press: **Jump (4X)**, **Pass (1X)** and pad **Down**
For Super Blitzing press: **Jump (4X)**, **Pass (5X)** and pad **Up**
For Big Ball press: **Jump (5X)** and pad **Right**
To Hide Receiver Name press: **Turbo (1X)**, **Pass (2X)** and pad **Right**
For Tournament Mode press: **Turbo (1X)**, **Jump (1X)**, **Pass (1X)** and pad **Down**
For Random Play Choice press: **Turbo (1X)**, **Jump (1X)**, **Pass (5X)** and pad **Left**
For Super Field Goals press: **Turbo (1X)**, **Jump (2X)**, **Pass (3X)** and pad **Left**
For Big Players press: **Turbo (1X)**, **Jump (4X)**, **Pass (1X)** and pad **Right**

Cheat Codes

On the Team Vs. Screen, enter any of these codes with the **Turbo**, **Jump** and **Pass buttons** and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

3-2-1-Left	No Head
1-2-3-Right	Headless Team
0-1-0-Up	Late Hits
2-0-0-Right	Big Head
5-0-0-Left	No Stadium
1-5-1-Up	No Punting
4-3-3-Up	Invisible
2-1-2-Left	Clear Weather
5-2-5-Down	Weather: Snow
0-0-1-Down	Show FG%

Circuit Breakers

Many Codes

1. **All Tracks in One-player Mode**:
If you want to have all the tracks in One-player Mode, just start a race then pause the game. While paused, choose OPTIONS/SOUND then go to FX and press L1+L2.
2. **Better Engine in Two-player Mode**:
When you're about to select a track, press X+Square+Triangle+Circle. A picture of an engine should appear at the bottom of the screen if you are successful.

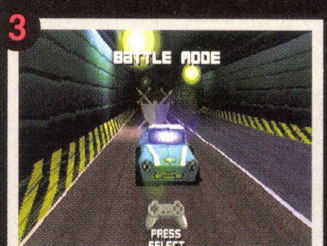
Jumping Bean Cars in Multiplayer Mode:
When you have chosen your vehicles and selected a circuit to race, you can enable this cheat. As soon as the circuit has loaded and the "3, 2, 1 GO" countdown has started, simultaneously press Circle and Left.

Race at Night:
When you're about to select a track, just push L1+L2+R1+R2 to play at night.

3. **Reverse Tracks in Multiplayer Mode**:
On the Circuit Selection Screen, choose the circuit you wish to race on and press Select. As the cars start to drive into the tunnel, quickly press and hold X and Square. While holding them down, press either Left or Right. If the cheat is successfully activated, the cars will spin around and drive into the tunnel backward.
4. **Upside-Down Tracks**:
When you're about to select a track, press L2+R2+X+Down. A sweeping arrow should be drawn at the bottom of the information panel.

1

2

3


4

GameShark CODES

Rival Schools

GameShark Codes

Infinite Health P1:	801efa0200c8
Max Power P1:	801efc180900
Infinite Health P2:	801efe0200c8
Max Power P2:	801f00180900
Extra Characters and Modes:	
801f65d0ffff	801f65d4ffff
801f65d8ffff	801f65daffff
801f65dcffff	801f65deffff

Rogue Trip

GameShark Codes

Enable Goliath:	301b39a80001
Enable Alien Saucer:	301b39ab0001
Enable Helicopter:	301b39ac0001
Infinite Armor P1:	801d80b4014a

Roll Away

GameShark Codes

Infinite Time:	
800a33f81250	800a573c1250

S.C.A.R.S.

GameShark Codes

Have All Cups/Tracks:	
801295d00001	801295d20001
801295d40001	801295d60001
Have All Challenges:	801f58d40001
801f58d60001	801f58d80001
801f58da0001	801f58dc0001
Have All Cars:	
801f72fa0001	801f72fc0001
801f72fe0001	801f73000001

Small Soldiers

GameShark Codes

Infinite Ammo:	
d007bc46a462	8007bc462400
Infinite Lives:	
d0048a7aac62	80048a7a2400

Trap Gunner

GameShark Codes

Infinite Time:	801093d82000
Infinite Health P1:	
8012583a03e8	8012583c03e8
Infinite Gun Ammo P1:	8012587c0500

Twisted Metal III

GameShark Codes

Ammo Never Decreases for All Players:	80033ed62400
Infinite Lives P1:	800d300c0002
Infinite Lives P2:	800d309c0002
Play As Minion:	800d28d00007
Play As Sweet Tooth:	800d28d0000b

Xenogears

GameShark Codes

Infinite HP:	
8006d8ec03e7	8006d8ee03e7
Infinite EP:	
8006d8f00063	8006d8f20063
Quick Level Gain:	8006d8e40001
Infinite Gold:	8006ef5a000f

Wild 9

GameShark Codes

Infinite Rig Power:	
8007b6300374	8007b6380001
Infinite Continues:	8007b35c0004

Dreamcast TRICKS

Godzilla Generations

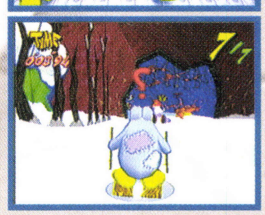
Hidden Characters

Play as Godzilla 1st:
Play through the game as the basic Godzilla to unlock him.
Play as Godzilla USA:
Play through the game as Godzilla 1st.
Play as Minilla:
Play through the game as Godzilla USA.

PenPen Trilcelon

Play as hidden racer

Play as Hanamizu: He becomes playable after you beat all tracks and earn all Silver medals. He's unbelievably fast and a little tricky to use.



Dreamcast™

3-1-4-Down	Smart CPU
4-2-3-Down	No Random Fumbles
2-0-3-Right	Big Heads (team)
2-1-0-Up	No First Downs
3-1-0-Right	Small Players
2-5-0-Left	Fast Passes
2-1-1-Left	Allows Out Of Bounds
5-1-4-Up	Infinite Turbo
2-3-3-Up	Power-up Teammates
3-1-2-Left	Power-up Blockers
4-2-1-Up	Power-up Defense
4-0-4-Left	Power-up Speed (2P)
2-2-2-Right	Night Game
5-5-5-Right	Weather: Rain
5-5-5-Up	Hyper Blitz
3-4-4-Up	No Interceptions

Hidden Players

When asked to Enter a Name for Record Keeping, choose "**Yes**." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmel	0322	Mark Turmell
Sal	0201	Sal Divita
Jason	3141	Jason Skiles
Jenifr	3333	Jennifer Hedrick
Daniel	0604	Dan Thompson
Japple	6660	Jeff Johnson
Shinok	8337	Shinnok from Mortal K.
Raiden	3691	Raiden from Mortal K.
Mike	3333	Mike Lynch
Gentil	1111	Jim Gentile
Brain	1111	Brain
Forden	1111	Dan Forden
Skull	1111	Skull
Carltn	1111	Headless Guy
Root	6000	John Root
Luis	3333	Luis Mangubat

Other Secret Players

Enter these codes the same way as the ones above.

Thug	1111	Van	1234
Billz	0526	Zz	1221
Jimk	5651	Marka	1112
Ed	3246	Todd	1122
Mitch	4393	John	5158
Josh	4288	Ryan	029
Beth	7761	Brian	0818
Grinch	2220	Paulo	0517
Lt	7777	Nico	4440
Gatson	1111	Guido	6765
Rog	8148	Monty	1836
Shun	0530	Gene	0310
Paula	0425	Dbn	6969

NFL Xtreme

Player Alterations

From the Main Menu Screen, choose the Rosters Option. In the Rosters Screen, choose "CreateFreeAgent." On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:
BIGHEAD BOBBY - All players have huge heads.
GEORGE GIRAFFE - The quarterback has a neck like a giraffe.
LAMEBOY LENNY - All players walk around like they are lame.
MONKEY MICKY - All players have huge arms.
TINY TOM - All players are tiny.
You don't have to sign them on a team. Just leave them in the free-agent pool. Remember, you can change their stats so they don't have 40 of everything. Also, you can mix and match codes together for different results!

NHL 99

Cheat Codes

Enter these codes at the Password Screen.
BIGBIG - All the players are big
BRAINY - All players have big heads
EAEAO - Activates the EA Blades Team

Pitfall 3D

Awesome Password Cheats

At the Title Screen, access the "Password" Option from the Main Menu. From the Password Screen, enter any of the following:
GIVEMELIFE: Adds 10 lives to the next game launched.
PLAYMOVIES: Plays all movies.
PITFALLCOMIC: Plays all of the original comic-style cutscenes.
STEVECRANEME: Gives the player 99 lives.
2DHARRY: Causes Harry to be displayed in 2D.
ZEROGHARRY: Causes Harry to float and twist in the game.
BIGHEADHARY: Makes Harry's head really big.
STOPTALKING: Turns off in-game quips.
CREDITS: Password to gain access to the Credits sequence.

Special Credits Screen

Holding **R1** at the end of the last credit ("Thanks to Families" Screen) brings you to a Self-congratulatory Credit Screen.

Pocket Fighter

Play as Akuma and Dan

These characters are very simple to get, but just in case you haven't found them yet, go to the Player Select Screen and move **Left** of Ryu to find Akuma and move **Right** of Ken to find Dan.

Pool Hustler

Hidden Bowlliard Mode

This trick will reveal the hidden "Bowlliard" Mode.
At the Title Screen, press **Up**, **Up**, **Down**, **Triangle**, **Triangle**, **X**, **X**, **Left**, **Right**, **Square**, **Circle**.
Now go to the Main Menu Screen and you will see a new option in the middle called Bowlliard, which combines the game of bowling and billiards.

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada

To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Rogue Trip

Cheat Codes

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown:
Enable Cheats
Press **L1 + R1 + R2 + Select** at same time when you first start the level.
Invulnerable
Press **L1 + R1** at same time, then press **Up**, **Down**, **Left**, **Right**.
Hornet's Nest
While stingers are selected, press **Triangle + L2 + L1 + R1 + Left**. Hold these buttons until you see the text confirmation that it worked.
Blow up the Earth
Lay an upgraded lob bomb in the back corner within 100 ft of UFO wreck. Transport up to moon, then detonate the bomb. Debris from the Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

S.C.A.R.S.

Cups, Cars and Modes

On the Title Screen, press **Start**. On the Player Select Screen, choose your number of players.
On the Game Select Screen, highlight and choose the Options. On the Options Screen, choose Settings.
Now move down and highlight the "Password" Option and enter one of these codes:
GLASSX - Activates the Crystal Cup.
ROCKYY - Activates the Diamond Cup.
ZDPEAK - Activates the Zenith Cup.
XPERTS - Activates the Challenge Mode.
DESERT - Activates the Scorpion Car.
RATTLE - Activates the Cobra Car.
RUNNER - Activates the Cheetah Car.
MYSTER - Activates the Panther Car.
ALLVID - Activates the Codes.

Rally Cross 2

Multiple Codes

1. For all of the codes below, begin a new season.
2. Then input the codes at the Enter Name Screen. Note: The Tracks, Difficulties and Cars code doesn't unlock all of the tracks; you'll also need the individual track codes.
3. All Tracks, Difficulties and Cars - **moobmoob**

Hillside Track - **bsirhc**
Dusty Road Track - **mit**
Rock Creek Track - **kcin**
Dry Humps Track - **cire**
Little Woods Track - **foster**
Frozen Trail Track - **nivek**
No Car Collision - **incorporeal**
Low Gravity - **airfilled**
High Gravity - **leadshot**
Restore Gravity - **mooney**

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2

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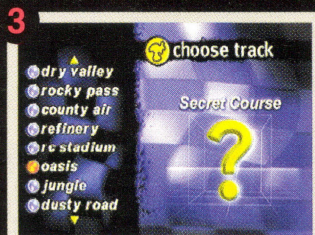

Skullmonkeys

Max Out Lives, Free Halo

To get the maximum 99 lives in the game, enter this code while the game is paused: **L1**, **Triangle**, **Down**, **Left**, **Circle**, **Select**, **Square**, **Right**. To get a free Halo, which will protect you from one hit, pause the game and enter the following: **R2**, **Circle**, **Circle**, **Down**, **Left**, **Circle**, **Right**, **Down**.

Test Drive 5

Bonus Cars and Cop Chase Mode

From the Main Menu, choose Quick Race or under the Full Race Option, choose the Drag Race and get a good time that will get you a high score. Once you finish the race, exit the game and choose "Quit." On the High Score Screen, enter your name as **NOLIFE**.
This will get you three bonus cars: Chris'

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- Dual Shock™ Analog Controller compatible.
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- Intense Heavy Metal soundtrack.

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*Kill – Beating your opponent to a pulp at Guilty Gear.
**Friends – If you have any. The person you invited over to beat at Guilty Gear.

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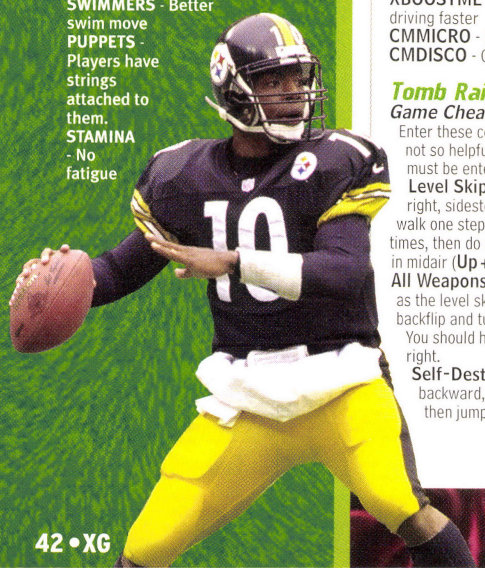
Football FRENZY!

NCAA Football 98
Cool Codes

At the User Records Screen, enter one of these names to release a cheat.
ELECTRICH: Electric Football
SEE FMV: Enables the FMV Menu
WHOLE POLL: 112 Teams in Poll
GB SPEED: Fast Players
COOLSITE: Show All Stadiums
EASPORTS: EA Sports Team
TIBURON: Tiburon Team
SHORT QUART: 15-second quarters

NFL GameDay 99
Easter Eggs

From the Main Menu Screen, highlight and access the Options. On the Options Menu, highlight and access the Easter Eggs Option. Now choose to add and put in any of the codes as shown:
EVEN TEAMS - Teams are evenly matched.
BIG BALLS - Huge football
HAMSTRUNG - Blow a hamstring after using speed burst.
WEAK - Bad coverage
BLINDERS - No penalties
BIG HITS - Harder tackles
STEEL LEG - Kick longer field goals
STICKEM - Tighter coverage
ITS IN THE FPS - Frame rate changes
PRIME TIME - More celebrations
TELE TUMMY - Have TV on players' chests
DAVIS - Better running
ROCKET MAN - Longer dives
PRESIDENTS - Players' last names are all ex-presidents.
SPORTS - Players' last names are all 989 Sports personnel.
RED ZONE - Players' last names are all Red Zone personnel.
FLEA CIRCUS - Tiny players
GRUDGE MATCH - Different-colored field and no goal posts
PLAYING CARDS - Flat two-dimensional players like cards
FLAT LAND - Flat players
BUNYON - Short, stocky players
POP WARNER - Skinny, kidlike players
HOT SHOT - Faster passes
GD CHALLENGE - Harder CPU
CPU SCORES - Better CPU offense
CPU STUFFS - Better CPU defense
MIND READER - CPU knows what formations to use on your play.
SWIMMERS - Better swim move
PUPPETS - Players have strings attached to them.
STAMINA - No fatigue



Beast, Pitbull Special and Behold the Mighty Maul! To enable the Cop Chase, get a good time and on the High Score Screen, enter the name, **VRSIX**. Now go back to the Main Menu and choose Full Race. On the Select Race Type Screen, choose the Cop Chase Option. Now you can choose from four different types of police cars.
In this mode, your object is to arrest as many lawbreakers as possible, while gaining points along the way. Use the R2 button to use your siren and disable your enemies by running into them.

Test Drive: Off-Road 2
Hidden Vehicles

At the Transmission Selection Screen (both for Single Race and World Tour), hold **Select** and enter the following button sequences:
Drive as a school bus: **L1**, **Up**, **L2**, **Down**, **Down**, **L2**, **L2**, **R2**.
Drive as an ice cream truck: **R2**, **L2**, **L2**, **Down**, **Down**, **L2**, **L2**, **R1**.

Theme Hospital
Level Passwords, More

From the Main Menu, access the Password Option. Enter the codes for the levels as shown:
Level 2: **X**, **Circle**, **Square**, **Triangle**, **Triangle**, **Circle**, **Square**, **X**
Level 3: **Circle**, **Circle**, **Triangle**, **Square**, **X**, **Triangle**, **Circle**, **Triangle**
Level 4: **Square**, **Triangle**, **Circle**, **Square**, **X**, **X**, **Triangle**, **Circle**
Level 5: **Circle**, **Triangle**, **Square**, **Circle**, **X**, **Triangle**, **Circle**, **Square**
Level 6: **Square**, **Triangle**, **Square**, **Circle**, **X**, **Square**, **X**, **Circle**
Level 7: **Square**, **Triangle**, **Triangle**, **Circle**, **X**, **Square**, **Triangle**, **Circle**
Level 8: **X**, **Triangle**, **Square**, **Circle**, **Triangle**, **Circle**, **Square**, **X**
Also, to get a clean hospital, save the game and reload it again when the hospital becomes full. All of the garbage and patients will disappear, allowing a fresh start.

TOCA: Championship Racing
Many Cool Cheats

Access the "Enter Name" Screen. Use one of the codes listed below when naming your driver, then the game will announce, "Cheat Mode enabled" and enter your name as normal.
JHAMMO - To access more tracks
CMLOCK - To lock tracks back up
PATSCREEM - To obtain TOCA Showdown, mirrored championship
CMNOHITS - Disable collision detection
CMSTARS - Staring Sky Mode
CMTOON - Cartoon background
CMDISCO - Volcanic track
CMCOPTER - Helicopter view
CMGARAGE - Bonus tank
CMCHUN - Go-kart Mode
CMLOGRAV - Low gravity
CMRAINUP - Reverse falling rain
XBOOSTME - Fast Mode, all cars driving faster
CMMICRO - Micro Machines Mode
CMDISCO - Gives multicolored fog

Tomb Raider 2
Game Cheats

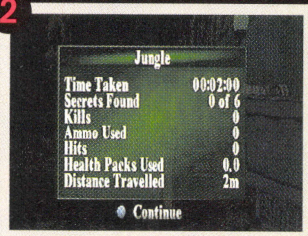
Enter these codes to get some helpful, and not so helpful but funny, results. Each code must be entered while in a level.
Level Skip: Sidestep left, sidestep right, sidestep left, walk one step back, walk one step forward, turn around three times, then do a front jump and turn around in midair (**Up**+**Square**, then **Circle**).
All Weapons: This trick is the same as the level skip except at the end do a backflip and turn instead of a front jump. You should hear a click if you did the trick right.
Self-Destruct: Step forward, step backward, turn around three times, then jump any direction.

Tomb Raider III

Incredible Cheats, Secrets and Level Skip

1

2



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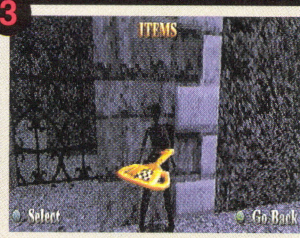


In the middle of the game without pausing, enter any of these cheats as shown:
1 **All Weapons** - L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, L2, R2, L2, L2, R2. You will hear a scream.
Fill Energy: R2, R2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2. You will hear her grunt.
2 **Level Skip**: L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara says "No."
All Secrets (access All Hallows): L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, L2, L2, L2. Lara will sigh.
3 **Gives You Race Key at Lara's House** R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, R2, L2, L2. Lara says "No."

Tomba!
Unlimited Hit Points

While playing in the game, if you are low on hit points, just find a save point and save the game. After you do this, press **Start** and choose "load game" and load the game that you just saved and you will have full hit points!

Triple Play 99
In-Game Cheats

Press and hold **L1**+**L2**+**R1**+**R2** while doing each code. Enter any of these when in the game:
Cheat Home run: **Triangle**, **Square**, **Triangle**, **Circle**, **X**, **Square**, **Left**, **Right**
Cheat Strike Out: **Up**, **Down**, **Triangle**, **Square**, **Triangle**, **Circle**, **X**, **Square**
Cheat Crowd Comment: **Up**, **Triangle**, **Down**, **X**
Cheat Weather Comment: **X**, **Down**, **Triangle**, **Up**
Cheat Sponsor Comment: **Left**, **Square**, **Right**, **Circle**
Cheat Stadium Info: **Down**, **X**, **Right**, **Circle**
Cheat Crowd Applause: **Triangle**, **Up**, **Up**, **Triangle**
Cheat Crowd Cheer: **Square**, **Left**, **Left**, **Square**
Cheat Crowd Ooh: **X**, **Down**, **Down**, **X**
Cheat Boo: **Circle**, **Right**, **Right**, **Circle**
Cheat User Cam: **Right**, **Left**, **Up**, **Down**, **Right**, **Left**
Cheat Overview of Batter: **Left**, **Square**, **Up**, **Triangle**
Cheat Nickname Game: **Circle**, **Right**, **Square**, **Left**
Cheat Historical: **Up**, **Triangle**, **Right**, **Circle**

Turbo Prop Racing
All Boats, Courses, Etc.

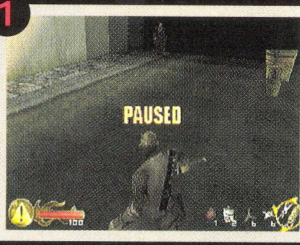
Put in any of these codes at the one-player "Name Selection" Screen. You will hear a horn if they were entered correctly. Note: _ is a space that goes before some of the codes.
To unlock all of the boats enter: **_boa** .
To view all of the full-motion video sequences enter: **_str**.
To unlock all of the Day courses enter: **_day**.
To unlock all of the Night courses enter: **_nit**.
To unlock all Mirror courses enter: **rrim**.
All boats are now ducks enter: **_qak**.

Tenchu: Stealth Assassins

Debug Menu

While playing the game, press the **Start** button to pause.
1 While the game is paused, hold **L1**+**R2**. While holding **L1** and **R2** press **Up**, **Triangle**, **Down**, **X**, **Left**, **Square**, **Right**, **Circle**. Then release **L1** and **R2** and then press **L1**, **R1**, **L2** and **R2**. Now press **Start** and immediately press **L2**+**R2** at the same time.
2 If you do this correctly, a blue screen will appear and many options will be available like stage select, charged items, layout enemy, etc.

1



2

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PlayStation Underground

PlayStation Underground No. 1
Hidden Items

Disc 1
Twisted Metal 2 tricks: At "The Vault" Screen, press Circle, Triangle and Square.
Cool Boarders tricks: Inside the "Tech Q&A" Screen, quickly press Circle, Triangle, Square, Triangle, Circle.
NFL GameDay 97 hints: Inside "Behind the Scenes," hold L1, L2, R1, R2.
Jet Moto tricks: Inside "Code Book," press Triangle, Triangle, Triangle.
Disc 2
Urge Video: At the Main Screen of the CD, hold Square, Triangle and Circle. With these held, press L1.
Genuwine Video: At the "In Stores Now" Screen, hold L1, R1, L2, R2 in succession. While held, let go and press L1, R1, L2, R2 again simultaneously.
Resident Evil 2 preview: At the "Coming Soon" Screen, hold Square, Triangle, Circle, then press X.

PlayStation Underground No. 2
Many Hidden Items

Disc 1
MechWarrior II: unlimited ammo code: At the Main Menu, hold the Square, Triangle and Circle buttons simultaneously and then press X.
K-1 The Arena Fighters: combo moves: At the Main Menu, hold L1, R1 and R2. Then press L2.
Twisted Metal 2 fan: Inside the Download Screen, hold all four top L and R buttons simultaneously. With these held, press and hold Triangle and Circle. With all of these held, press Square.
Game tester picture: Inside the Research and Development screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.
Peak Performance code: Inside the Bulletins Screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.

PlayStation Underground No. 4
Many Hidden Codes

Disc 1
Where Are They Now? - In the Event Center, hold Triangle and Circle. While holding them, rapidly press Square.
Parappa Fun Code - On the Main Menu Screen, press Square, Triangle, Circle, Triangle, Triangle.
Disc 2
Our Lady Peace Video - On the Main Screen (with Cardinal SYN showing), press Circle, Triangle, Circle, Triangle, Circle, Square, Circle.
Twisted Metal 1 Ending - On the Main Screen (with Cardinal SYN showing), hold Circle+Triangle. While holding, press Square twice.
Red Asphalt Codes - On the Main Screen, press Square, Triangle, Square, Circle.

To get access to the hurricane boat enter: **hurr**.
To unlock all of the Fractal Tracks enter: **frac**.
To always finish in first place enter: **winr**.

The Unholy War
Secret Characters, Battlefields and Maps

There are only three cheats in The Unholy War; all of which use the same code, though in different places. The Code is as follows: Press the **Circle + Square buttons** simultaneously. Press the **Select button** four times. Press the **Start button** three times. Press the **Square button** two times. Press the **Circle button** once. Press the **Circle + Square buttons** at the same time again.
To Unlock Secret Characters, highlight "Set Teams" on the Mayhem Selection Screen and perform the code.
To Unlock Secret Battlefields, highlight "Accept Teams" on the Mayhem Selection Screen and perform the code.
To Unlock All One-player Strategy Maps, highlight "Set War" on the Strategy Selection Screen and perform the code.

Vigilante 8
Many Cheat Codes

Lighter Cars—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **REDUCE_GRAVITY**. The vehicles will jump higher.
Invincibility—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **I_WILL_NOT_DIE**. You will now be invulnerable to all hits.
Same Vehicle—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **SAME_CHARACTER**. In Arcade Mode, you can choose opponents that are the same as your car.
Increase Difficulty—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **HARDEST_OF_ALL**. Your opponents will now be more aggressive and the game will be more difficult.
No Enemies—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **GO_SIGHTSEEING**. This allows you to pick "no enemies" in Arcade Mode.

VR Baseball '99
Easy Outs

In the middle of a game against the computer, get to the part of an inning where you're playing in the outfield. A computer player must only be on first base for this trick to work. Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out. If you're quick enough, it will work every time!

WarGames: Defcon 1
All One-Player W.O.P.R. Levels

From the Title Screen, access the Options. Now go to the "Choose Game Type" Option. Select the Two-player: W.O.P.R. Co-op. Now go to the Select Mission Option. Highlight and choose Level 2. Now enter this button sequence: **Circle**, **X**, **Circle**, **Circle**, **X**, **Circle**, **X**, **X**, **Circle**. Now go back to the Main Menu, go into Options again and access "Choose Game Type." Now choose One-player: W.O.P.R. Go into the Select Mission Option and you will see that all of the missions are open! Now choose your starting level.

Twisted Metal III

Sweet Tricks

Infinite specials:
Enter L1, L1, R1, R1, R1 as a password. You will return to the Main Menu. Now begin a game and quit. When you begin a game again, you will have an unlimited amount of your character's special weapon.

1 Play as Minion:
Enter Right, Right, Right, Left, Left as your password. You will return to the Main Menu. You can now select Minion at the Vehicle Selection Screen.

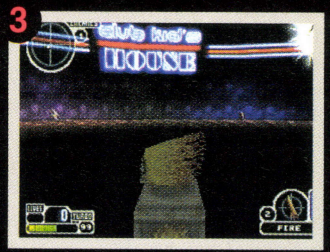
2 Play as Sweet Tooth:
Enter Left, Left, Left, Right, Right as a password. You will return to the Main Menu. You can now select Sweet Tooth at the Vehicle Selection Screen.

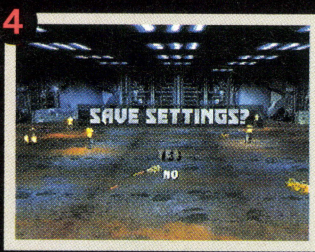
3 Club Kid's House Level:
Enter Left, Left, Left, Square, Square as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at Club Kid's House bonus level.

Warehouse Level:
Enter Square, Square, Square, Left, Left as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Warehouse bonus level.

Demo Level:
Enter Up, Up, Up, Left, Left as a password.You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Demo level shown in the background at the Main Menu.

4 Enable memory card:
Enter Start, Start, Start, Start, Start as a password. You will return to the Main Menu. Now configurate your settings and begin a game. Before the game begins, you will be prompted to save.





Wild 9
Cheat Codes

Play the game until you hit Craterscape. This should be the fourth planet. Play the level and note that there is a "1-Up" behind the first pillar. Once you receive the extra man, press **Start**, then **Select**, and press Quit (Select Yes). Then press **Start** again and "Continue previous game." Go back and repeat the process.You will receive as many men as you wish as long as you continue to repeat the method.

WWF War Zone
Play as the Trainer/Big Head Mode

On the Main Menu Screen, press **L1**, **R1** (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started:

Wrestle as Training Mode wrestler:
Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."

Big Head Mode:
Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

Movie Code

Once the "Press Start" Screen appears, quickly press (**Up + Triangle**, **Right + Circle**, **Down + X**, **Left + Square**). Press everything in the parenthesis four times. Then press **R1 + L1**, **L2 + R2**, **R1 + L1**, **R2 + L2**. The word Movie 1 will appear under the word, Zone. Press **Up** and **Down** to chose the movie you want. Then access the movie with the **X button**.

Game Boy Codes

Avenging Spirit
Expert Level
At the Title Screen, simultaneously press Up, A and B. When you hear a tone, press Start to begin.

Boomer's Adventure in Asmik World
Stage Select
For your password, enter ANCIENT. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

Bubble Bobble Part 2
Extra Puzzles
For your password, put in > 5 > V. Press Start to get to the Stage Select Screen. Use Up and Down to cycle through the stages, and press Start to begin. Do not select Exit or it will not work.

Castlevania: The Adventure
Secret 1-Up
This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch that you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.
Hidden Rooms
Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (level one), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (level three). Now go kill Dracula!

Cosmo Tank
Sound Test
On the subscreen at the beginning of the Quest Mode, simultaneously press and hold Down, A and B. While holding these, press Start. If this is done correctly, the message "Sound Test 01" will appear.

Daedalian Opus
Stage Select
For your password, input "ZEAL."

Dead Heat Scramble
Stage Select
On the Title Screen, press B eight times, A eight times, and then press B one less time than the stage you want to go to. For example, press B four times for Stage 5. Press Start to begin.

Donkey Kong Land 2
40 Banana Coins
On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press B, B, A, A. You will hear a chime if you did this correctly.
All Kremcoins
On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press A, B, A, B. You will hear a chime if you did this correctly.
Extra Lives
On the Game Select Screen, hold Right or Left in front of the game you wish to play on, then press A, A, B, B. You will hear a chime if you did this correctly.

Faceball 2000
Level 01 to 10 Warp
When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!
Level 10 to 20 Warp
As soon as you see the Level 10 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Final Fantasy Legend
Sound Test
To access a hidden Sound Test, go to the Title Screen and simultaneously press and hold Down+Select+A for around five seconds or more.

Final Fantasy Legend II
Sound Test
On the Title Screen, simultaneously press Select, B and Start. Change the number by pressing Left/Right, and listen by pressing the A Button. For more sound effects, go to the Title Screen and select "Continue." Move the cursor to a save file with a party over level 57, then press B to return to the Title Screen. Hold Select, B and Start to access the Sound Test and press A to listen to the sounds. The number of sounds you can listen to will equal the total levels in your party.

Go Go Tank
Seven Chances and Invincibility
On the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start. You'll have seven lives and seven continues. For invincibility, on the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left and Start.

Hunt For Red October
25 Lives
On the Map Screen, hold A and B, then press Select, Up and Down.
25 Missiles
On the Map Screen, hold A and B, then press Up and Down.
Stage Select
On the Title Screen, press B, Select, Left, Right, then Start. The message "Starting World: 1" will appear. Change the number by pressing Left/Right, then press Start to begin.

Hyper Lode Runner
Advanced Players Stage Select
After you have completed 50 Levels, you can enter "Q M O 3 8 8" as your password to go back to see any of the previous levels.

Kirby's Dream Land
Special Config. Mode
At the Title Screen, press and hold Down+B+Select. Using the control pad, you can choose different options. On the Sound Test, press A to enter it so you can listen to different sounds from the game.
Secret Bonus Game
On the Title Screen, hold Up+A+Select at the same time. The word "Extra" will appear. Press Start to play the Bonus Game.

Kirby's Pinball Land
Fight Only Bosses
At the Title Screen, press Right+Select+A+B at the same time. Now you'll see a black cat run across the High Score Screen. Press Start to begin your game and you will end up at a screen with the names of all the Bosses. Move Kirby to the star by the name of the Boss against which you want him to begin. Defeating three Bosses will let you face King Dedede!
Play Bonus Games
At the Title Screen, press Left+B+Select at the same time. Start a new game and go to any stage. Now you will be at the bonus game of that stage!

Lion King
Stage Skip
While playing, pause the game by pressing Select, then press B, A, A, B, A, A and the game will automatically skip to the next level.

Motocross Maniacs
Hidden Power-Ups
Throughout each level, you can pick up all kinds of enhancements like Nitro Boosters and Time Extenders. There are also hidden power-ups, like a Jet that enables you to use your Nitros to fly and little cycles that mean faster speeds. To find them you must do a flip in the secret area in which they are located.

R-TYPE
Sketch Program
On the High Scores Screen, press Left, Down, A and B simultaneously. A program called "De Souza Editor" will appear. Press Start and a blank screen with a cursor in the upper left will appear. Move the cursor with your Control Pad, draw with the A Button, and erase with the B Button.

Star Trek
Free Warp
At any time during play, hold Select and press Left. This will let you warp once per stage without hitting a warp zone.

Teenage Mutant Ninja Turtles
Restore Energy
At any point in the game press: Up, Up, Down Down, Left, Right, Left, Right, B, and A to fill up your energy supply.

Tetris Blast
Fight 2 Mode
On the Title Screen, press B five times, then press Start.

Wario Blast
Special Passwords
6565 - Play a special battle mode with Wario
5656 - Allows player to use Bomberman as the main character.
2264 - Start game with a powered-up Wario.
4622 - Start game with a powered-up Bomberman.

Wizards and Warriors X: Fortress of Fear
Six Extra Players
Play one game. When the game is over, enter your initials as letter W, a Heart, then the letter W. Press Start to begin a new game with six lives.

Turok 2: Seeds of Evil

Weapons, Level Skip, etc.

1 From the Main Menu Screen, access the Password Option. On the password Screen, enter any of these codes for the results as shown:
DLVTRKBLVL - Skip Levels
2 **DLVTRKBWPS** - All Weapons
DLVTRKBNRG - Infinite Energy
DLVTRKBLVS - Infinite Lives
DLVTRKBBRD - Bird Mode

1

2

GameShark CODES

All-Star Baseball '99
GameShark Codes
Infinite Balls: 010074CE
Infinite Strikes: 010075CE

Bomberman GB
GameShark Codes
Explosions Modifier: 01XX37C1
Infinite Lives: 010306C1 010433C0
Invincibility: 015922C8
Place Bombs Modifier: 01XX35C1

Donkey Kong
GameShark Codes
Infinite Time: 01FF11C7

Earthworm Jim
GameShark Codes
Infinite Lives: 010AD6C1
Infinite Energy: 0164D7C1
Infinite Plasma Shots: 01E893C1

Link's Awakening
GameShark Codes
Infinite Arrows: 013045DB
Infinite Bombs: 01304DDB
Infinite Health: 01185ADB
Infinite Magic Powder: 01304DDB
Infinite Rupees: 01FF5EDB

The Lion King
GameShark Codes
Infinite Energy: 01049AC5
Infinite Lives: 01049BC5

Simpsons 3
GameShark Codes
Infinite Energy: 015F2BC1
Infinite Lives: 010350C1

Skate Or Die Bad
GameShark Codes
Infinite Energy: 0100912C
Infinite Lives: 010323CD
Infinite Time: 010558CD

Tetris
GameShark Codes
Always Get Straight Pieces: 010903C2

Turok
GameShark Codes
Infinite Health: 0109F9C0
Infinite Lives: 010AFAC0
99 Gems: 016380DE
Infinite Arrows: 0163A1C1

War Zone
GameShark Codes
Infinite Energy P1: 01904DC6
Infinite Time out of the Ring: 010011DD
P2 No Energy: 010A4CC7 010A4DC7
Quick Pin: 01030DDD

WWF Raw
GameShark Codes
Infinite Energy P1: 015410CF

Yogi's Gold Rush
GameShark Codes
Infinite Lives: 0103F2C2

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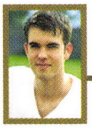
nectaris
MILITARY MADNESS

Complete Unit Breakdown



XG Strategy
by Jim Mazurek

Drawing similarities to Master of Monsters (but with tanks instead of dragons), Nectaris: Military Madness is an excellent turn-based strategy game. Based on the original title (Military Madness for the TurboGrafx-16), this one takes everything that was offered and raises it to the next level. Although the game's fundamentals remain very simple, there is a lot of strategy once you dive in.

While this strategy is far from being complete, it is *very* useful. I asked myself what I wanted to know about this game, and then put it all on the following pages. You'll find everything you need to know about effective battle tactics, encirclement effects, terrain tiles, unit descriptions and level breakdown...even a quick list of what units work best on on other units (battle proven, of course). Not covered in this guide, however, is how to create a well-balanced map of your own (perhaps one of the game's greatest features) It really is fun!. If I get a demand for it, maybe we'll put it in next issue.

On this first page, you'll find a compilation of useful strategies, along with some helpful insight on how to deal with the Xenon's weird battle tactics.

Enemy Surround

Never let the enemy surround you. The whole basis of attack deals with attack percentages based on the encirclement effect. Don't waste units by letting them get surrounded like in the picture (right).

Encirclement Effect

This effect is simple: Surround your enemies for better ATK/DEF numbers. There are three main variations of this effect (two units vs. one).

This is how the encirclement effect can expand using just two units...

Support

Probably the most overlooked tactic in the game is unit support. Everyone knows that putting two units on one will greatly increase your ATK/DEF numbers. What they don't know, however, is that even your seemingly worthless unit can actually be worth something. A group with only one Robbie left is just as useful as a full group of Hunters when it comes to support. Don't look past that wandering Kilroy as a potential to back up your other guys. He could be the unit that doubles your ATK numbers by getting behind that last Slugger tank.

This Robbie only has one guy left in its unit, but it offers the same support rating as a full group!

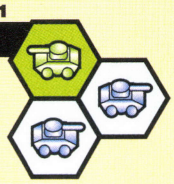
Factory Occupation

Sometimes it serves you better to occupy a factory, let the Xenon fly by, then deploy the units inside. In other words, don't be hasty to get all your units out of there. If you see an Infantry unit coming, though, get as many out as ya can!

Sometimes the Xenon will pass up an occupied factory. This is the best time to pull out your units and make a run to liberate its base!

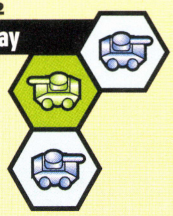
Example #1
Adjacent

This one involves putting two units on adjacent hexes. It offers decent percentage increases, but not as good as #2 or #3.



Example #2
One-Space Away

This is the second best support level next to getting a guy completely split between two units. Only one space offers more of a flanking position.



Example #3
Split 'em

The best of all the encirclement effects, this one involves putting two units on opposite sides of the enemy. Almost halving the opponent's ATK/DEF numbers, this variation is the choice of champions.

Database

time to complete	who knows...
difficulty	hard
best feature	create-a-map
best unit	Atlas/Hunter
why not?	two players
needs more	unit variety
system	PlayStation
publisher	Jaleco
developer	Hudson

Passwords

Here are the passcodes for each of the levels in the main campaign. As you can see there are 16 levels in the main campaign and then 16 more for the next set:

(Set #1)	(Set #2)
1. RANDAL	1. LADNAR
2. HUNDRA	2. ARDNUH
3. CINBER	3. REBNIC
4. MARLIN	4. NILRAM
5. BAYARD	5. DRAYAB
6. WEBLEY	6. YELBEW
7. PARKER	7. REKRAP
8. MERKEL	8. LEKREM
9. ITHACA	9. ACAHTI
10. BAIKAL	10. LAKIAB
11. SAVAGE	11. EGAVAS
12. VALMET	12. TEMLAV
13. MAUSER	13. RESUAM
14. KIMBER	14. REBMIK
15. BISLEY	15. YELSIB
16. MEANEC	16. CENAEM

Main-Campaign Level Breakdown

Below is a data chart for each level, along with a listing of each of the units you'll be encountering.

Level 5: Bayard

Difficulty: Med. Factories: 2
Map Size: 1 x 2

Robbie	x2	Bison	x2
Hadrian	x1	Kilroy	x3
Rabbit	x2	Hadrian	x1
Seeker	x1	Rabbit	x1
Hawkeye	x1	Slugger	x1
Grizzly	x2		

Level 6: Webley

Difficulty: Med. Factories: 2
Map Size: 1 x 2

Robbie	x1	Robbie	x1
Kilroy	x1	Panther	x1
Lenet	x1	Hadrian	x1
Seeker	x1	Slugger	x1
Hawkeye	x1	Titan	x2
Grizzly	x2	Seeker	x2
Polar	x1	Hawkeye	x1
Eagle	x1	Octopus	x1
Octopus	x1	Hunter	x1

Level 7: Parker

Difficulty: Med. Factories: 1
Map Size: 2 x 1

Robbie	x2	Titan	x2
Bison	x1	Panther	x1
Robbie	x1	Rabbit	x2
Panther	x1	Slugger	x1
Hawkeye	x1	Octopus	x1
Octopus	x1	Lynx	x1
Hadrian	x1	Trigger	x1
Seeker	x1	Seeker	x3
Falcon	x1	Giant	x2
Rabbit	x2	Mule	x2
		Atlas	x1
		Hunter	x3

Level 8: Merkel

Difficulty: Hard Factories: 2
Map Size: 1 x 2

Robbie	x1	Bison	x6
Bison	x3	Robbie	x1
Rabbit	x1	Titan	x5
Panther	x1	Slugger	x1
Seeker	x1	Octopus	x1
		Hadrian	x1

Level 9: Ithaca

Difficulty: Med. Factories: None
Map Size: 2 x 1

Bison	x3	Bison	x4,
Robbie	x2	Robbie	x3,
Hadrian	x1	Kilroy	x2,
Rabbit	x3	Seeker	x2,
Grizzly	x1	Rabbit	x3,
Seeker	x2	Hawkeye	x1,
Lynx	x1	Titan	x2
Eagle	x1	Slugger	x2
Hawkeye	x1	Trigger	x1
Falcon	x2	Pelican	x3
		Polar	x1
		Grizzly	x1
		Hunter	x3

Level 10: Baikal

Difficulty: Med. Factories: 2
Map Size: 1 x 2

Bison	x3	Robbie	x2
Robbie	x2	Kilroy	x1
Kilroy	x1	Titan	x1
Seeker	x1	Slugger	x1
Lenet	x1	Grizzly	x1
Hadrian	x1	Polar	x2
Hawkeye	x1	Hadrian	x1
Pelican	x1	Rabbit	x1
Octopus	x1	Lynx	x1
Rabbit	x1	Mule	x1
		Trigger	x1
		Hawkeye	x1
		Hunter	x3

Level 11: Savage

Difficulty: Hard Factories: 2
Map Size: 1 x 2

Bison	x4	Robbie	x2
Robbie	x2	Kilroy	x1
Rabbit	x2	Titan	x1
Lynx	x2	Slugger	x1
Seeker	x1	Grizzly	x1
Falcon	x3	Polar	x2
Eagle	x2	Hadrian	x1
Hadrian	x1	Rabbit	x1
Pelican	x1	Lynx	x1
		Mule	x1
		Trigger	x1
		Hawkeye	x1
		Hunter	x3

Level 12: Valmet

Difficulty: Hard Factories: 2
Map Size: 1 x 2

Bison	x3	Bison	x4
Robbie	x2	Slugger	x4
Rabbit	x2	Seeker	x3
Lynx	x1	Robbie	x3
Hadrian	x1	Hawkeye	x1
Seeker	x1	Titan	x1
Hawkeye	x1	Kilroy	x1
		Hunter	x4
		Pelican	x3
		Trigger	x1

Level 13: Mauser

Difficulty: Hard Factories: 2
Map Size: 1 x 2

Bison	x1	Titan	x4
Panther	x1	Polar	x3
Panther	x1	Hawkeye	x1
Hadrian	x1	Seeker	x1
Robbie	x2	Mule	x1
		Trigger	x1
		Rabbit	x2
		Lynx	x1

Level 14: Kimber

Difficulty: Hard Factories: 3
Map Size: 2 x 2

Bison	x4	Giant	x1
Robbie	x1	Panther	x1
Hawkeye	x1	Seeker	x2
Hadrian	x1	Titan	x5
Seeker	x1	Hunter	x5
Polar	x2	Kilroy	x2
		Grizzly	x2
		Rabbit	x1
		Hadrian	x1
		Mule	x1

Level 15: Bisley

Difficulty: Hard Factories: 1
Map Size: 2 x 2

Bison	x2	Panther	x1
Robbie	x1	Hadrian	x1
Seeker	x2	Octopus	x1
Hawkeye	x1	Kilroy	x1
Lynx	x1	Titan	x2
Rabbit	x2	Slugger	x4
Falcon	x3	Lynx	x1
Robbie	x2	Hawkeye	x1
		Seeker	x2
		Rabbit	x2
		Hunter	x7

Level 16: Meanec

Difficulty: Hard Factories: 3
Map Size: 2 x 2

Robbie	x2	Titan	x1
Bison	x3	Slugger	x1
Hawkeye	x1	Grizzly	x1
Seeker	x2	Polar	x2
Panther	x1	Hadrian	x1
Robbie	x2	Rabbit	x1
Kilroy	x1	Lynx	x1
		Mule	x1
		Trigger	x1
		Hawkeye	x1
		Hunter	x3

? The original game "Military Madness" for the TurboGrafx-16 can be played on this CD. After beating the first 16 levels of the main campaign, the Original Game Option will be highlighted on the Main Menu Screen.

? Most of the vehicles names in Nectaris are awfully similar to many of the original 3 3/4-inch G.I. Joe vehicles (i.e., *Slugger* Tank, *Polar* Battle Bear, *Lynx*). Not only are they similar names, but the vehicle traits are pretty darn close as well!

The Units

This data chart shows all the units in the game, vehicle data, usefulness and overall battle comments that I've noticed while playing. Learn your units well, for this along with movement strategies is all you need to join the master class. Don't just learn the good units either. Most of your time as a leader will be dealing with the crappy or average ones. Learn to fight against these so you can control them.

Bison (Blocker)

G-Atk:	50
G-Rng:	1
A-Atk:	n/a
A-Rng:	n/a
Move:	6
Defense:	40

• Average •
Special: n/a

Being the most common tank on the field puts the **Bison** right in the middle of the road for both attack and defense. Use against other tanks as blockers.

Lenet (Support)

G-Atk:	45
G-Rng:	1
A-Atk:	n/a
A-Rng:	n/a
Move:	5
Defense:	30

• Crap •
Special: n/a

Lenets don't do damage to anything. The Xenon know these tanks suck, and will be sure to kill them quickly.

Polar (Front line)

G-Atk:	60
G-Rng:	1
A-Atk:	n/a
A-Rng:	n/a
Move:	4
Defense:	60

• Great •
Special: n/a

Heavy hitter, heavy armor. **Polars** are your best friend on the field. They do have limited movement, but it doesn't matter. Usually one Polar can hold its own with two Bison.

Titan (Front line)

G-Atk:	60
G-Rng:	1
A-Atk:	n/a
A-Rng:	n/a
Move:	5
Defense:	50

• Good •
Special: n/a

One step down from the Polar, but one step up from the Slugger. The **Titan** is a well-balanced heavy tank that works exceptionally well against all enemies.

Slugger (Front Line)

G-Atk:	50
G-Rng:	1
A-Atk:	n/a
A-Rng:	n/a
Move:	7
Defense:	50

• Good •
Special: n/a

Their stats may look a bit over average , **Sluggers** are performers. Don't ever be scared to take on a Polar or a Grizzly head-to-head with one of these guys.

Grizzly (Power Tank)

G-Atk:	70
G-Rng:	1
A-Atk:	n/a
A-Rng:	n/a
Move:	4
Defense:	50

• Great •
Special: n/a

The best tank you've got, the **Grizzly** is a good mixture of movement and destruction. Two of these bad boys will have no problems taking out a whole slew of medium tanks.

Giant (Mobile Base)

G-Atk:	90
G-Rng:	1
A-Atk:	40
A-Rng:	1
Move:	2
Defense:	80

• Good •
Special: has A-Atk

The **Giant** could have been the best in the game had it not been for its ridiculously low movement. It takes a beating, so I suggest planes.

Seeker (Anti-Air)

G-Atk:	30
G-Rng:	1
A-Atk:	65
A-Rng:	1
Move:	6
Defense:	30

• Poor •
Special: has A-Atk

Seekers suck, unless you're using them against planes. While they can attack both ground and air, any light or medium tank will make quick work of them.

Lynx (Hit & Run)

G-Atk:	40
G-Rng:	2
A-Atk:	10
A-Rng:	1
Move:	6
Defense:	20

• Average •
Special: can move twice

Great as a hit-and-run vehicle, the **Lynx** offers one of the most unique attacks in the game. It can move in, attack from two spaces away, then run back to safety.

Rabbit (Hit & Run)

G-Atk:	70
G-Rng:	1
A-Atk:	10
A-Rng:	1
Move:	8
Defense:	20

• Good •
Special: can move twice

Fast and mobile, the **Rabbit** has a very powerful attack. Its ultralow armor rating is a definite weak spot. You shouldn't use it as a front line unit.

Panther (Mobile Infantry)

G-Atk:	10
G-Rng:	1
A-Atk:	10
A-Rng:	1
Move:	9
Defense:	8

• Average •
Special: grab Base/Factory

Panthers are only efficient if used as support or as a Factory/Base liberator. Don't always want to fight with them, since they prove useful to keep alive as blockers.

Robbie (Infantry)

G-Atk:	10
G-Rng:	1
A-Atk:	10
A-Rng:	1
Move:	3
Defense:	4

• Crap •
Special: n/a

Robbies are the worst of the infantry, which isn't saying much... The only benefit they offer is to liberating factories and bases.

Kilroy (Heavy Infantry)

G-Atk:	70
G-Rng:	1
A-Atk:	20
A-Rng:	1
Move:	10
Defense:	30

• Average •
Special: n/a

The **Kilroy** is a step up from the Robbie, but still fails miserably when put into battle situations. They are good on the attack, but their defense is horrendous.

Hadrian (Long-Range)

G-Atk:	45
G-Rng:	5
A-Atk:	n/a
A-Rng:	n/a
Move:	4
Defense:	30

• Average •
Special: n/a

Keep in the back row, as the **Hadrian** is great for long-range shelling. While the attack power isn't very high, be persistent with them for best results.

Octopus (Missile Battery)

G-Atk:	60
G-Rng:	4
A-Atk:	n/a
A-Rng:	n/a
Move:	4
Defense:	30

• Good •
Special: n/a

Although their defense says "30," the **Octopus** is one of the hardest units to kill once they get dug in. Long-range shelling along with the Hadrian will pummel foes.

Atlas (Power Cannon)

G-Atk:	90
G-Rng:	6
A-Atk:	n/a
A-Rng:	10
Move:	6
Defense:	10

• Poor •
Special: n/a

The best unit in the game, the **Atlas** can deliver damage like no other. A whopping "90" attack points! Its only drawback is that it cannot move on its own.

Hawkeye (Anti-Air)

G-Atk:	n/a
G-Rng:	n/a
A-Atk:	85
A-Rng:	5
Move:	5
Defense:	30

• Average •
Special: n/a

The **Hawkeye** almost got a "Poor" rating, only because of their very limited use. However, you'll be grateful that you have one when a few Hunters pass by.

Falcon (Air to Air)

G-Atk:	n/a
G-Rng:	n/a
A-Atk:	90
A-Rng:	1
Move:	12
Defense:	30

• Average •
Special: n/a

Great for killing Hunters, the **Falcon** reigns supreme during air-to-air attacks. The only drawback is that they can't fight anything on the ground, making them not too useful.

Eagle (Air/Ground Attack)

G-Atk:	70
G-Rng:	1
A-Atk:	20
A-Rng:	1
Move:	10
Defense:	30

• Average •
Special: n/a

While they're great against ground units, **Eagles** don't fare quite as well against other air units. Useful because of their movement, these guys work well for picking up scraps.

Hunter (Ultimate Plane)

G-Atk:	70
G-Rng:	1
A-Atk:	70
A-Rng:	1
Move:	11
Defense:	50

• Great •
Special: n/a

Ultrahigh movement and unbelievably balanced for both air and ground attacks, **Hunters** are the most feared mobile units on the field. The second best unit overall.

Mule (Transport)

G-Atk:	10
G-Rng:	1
A-Atk:	10
A-Rng:	1
Move:	3
Defense:	4

• poor •
Special: n/a

Primarily used to carry the Atlas, Trigger or Infantry units, the **Mule** is a "move-only" vehicle. Forget using it as anything other than that. Use as support when finished with it.

Pelican (Air Transport)

G-Atk:	10
G-Rng:	1
A-Atk:	10
A-Rng:	10
Move:	6
Defense:	10

• Poor •
Special: n/a

Similar stats to the Mule, the **Pelican** can move considerably farther, though. These units don't appear on your side very often, but when they do, it's nice to have the mobility.

Trigger (Best Blocker)

G-Atk:	n/a
G-Rng:	n/a
A-Atk:	n/a
A-Rng:	n/a
Move:	0
Defense:	80

• Average •
Special: n/a

The **Trigger** is the textbook definition of a "blocker," and is great to put on a bridge or other high-traffic area. The Trigger doesn't fight back, so don't expect to kill anything.

Terrain Tiles

There are several different tiles in the game that will add to your attack/defense percentages. Remember, you should always fight for better terrain, as the bonuses you get are usually worth it. Below is a chart of all tiles listed from best to worst.

High Mountain: Planes/Infantry can use
Bonus: +40%

Headquarters: All units can use
Bonus: +35%

Low Mountains: All units can use
Bonus: +30%

Rocks: All units can use
Bonus: +20%

Dirt: All units can use
Bonus: +5%

Road: All units can use
Bonus: +0%

Q&A with Jim Mazurek

Below are some scenarios to help you through some of the more common problems you'll encounter when playing Nectaris.

Scenario 1: Outnumbered

Player: "I don't think it's feasible to beat this level. They have twice as many units as I do."
Jim replies: *"When starting a new level, it often looks as if there is nothing waiting for you but failure. Don't be discouraged, as the tides of war are quickly turned with a few key moves. Toward the end of the game, you can expect to be outnumbered by enemy units almost 2-to-1."*

Scenario 2: Taking Over Factories

Player: "It seems like they tease me with all of the unoccupied factories spread throughout the map. Should I be going after these factories, even if they seem far away?"
Jim replies: *"This one's tricky. It depends on the map and the situation. For the most part, the factories that seem out of reach **are** out of reach. It's great if you are able to get one once in a while, but they are mostly put there to draw your units away from where they need to be—supporting your other units.*

Scenario 3: Crappy Units

Player: "Do I ever get any of the good units the Xenon uses? I seem to only get the mediocre or crappy ones, while the Xenon get all the good stuff."
Jim replies: *"Yes, you'll get them eventually. You won't see a Hunter or an Atlas on your team too often though, so don't expect much."*

Scenario 4: Straight to the Base

Player: "I know there are two ways to beat each map. You can either kill all the enemies or take over their headquarters. I'm good at killing everything, but should I ever just go right after the Xenon headquarters?"
Jim replies: *"There are very few instances where this is even feasible. If you see the opportunity to send in a group of units to protect a lone Robbie or Kilroy while it infiltrates the base, do it! I found that certain maps can be exploited by this, so take advantage!*

Scenario 5: Straight to the Base

Player: "What's the best overall strategy? "
Jim replies: *"Luckily, the battles don't change much and neither does the strategy. Continue to overpower the enemy with the encirclement effect. and you'll be OK.*

! Try out the create-a-map feature after playing one or two levels of Nectaris. What's great is that you can give yourself all of the playable units in the game, and learn them before playing the real game. Plus, you can make yourself win a lot easier...

! When the Xenon pulls its units out of a factory, it always pull them out in order. When it places them on the field, it is always in a clockwise manner, starting from the north. This can prove useful when budgeting time/spaces to move.

No One Can Stop MR. DOMINO

Game Techniques

XG Strategy by Andrew Baran

Mr. Domino is one of the most ingenious and addictive games to come out in a long time. The graphics and gameplay are all topnotch.

The point of the game is simple enough: Use your dominos to hit every trigger in the level to make it to the next. Chain the reactions, and you will rack up a mighty score. The results of each trigger will get more bizarre with each level. Half the fun is seeing what each effect is.

Mr. Domino is the type of game you can attempt to master. Try to memorize the layout of each level and seek out where all the triggers and level hazards are. Once you've done this, you can try to chain effects and score huge.

One bit of advice (something I stumbled on when I first tried playing): You can hold down the domino-placing button instead of constantly tapping it. This makes the game significantly easier. Remember, it takes time to master Mr. Domino!

Database

time to complete	one day
challenge	tough
coolest level	Level 5
toughest level	Level 6
best advice	remember to hold the button
system	PlayStation
publisher	Acclaim
developer	Artdink

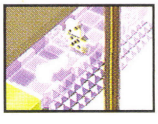
Level One: Phat Tony's Casino

Practice your chains here: The first level is pretty simple, and there aren't many obstacles in your path. You'll want to place only a couple of dominos before the first switch or you might run out of them before the final switch. The Casino is the best place to try out the chains. Remember, it's easier in the long run to do one long chain than a bunch of half-connecting miniones.

Level Two: Shop Till You Drop!

A little tougher: You will face more obstacles and difficult camera angles. If you mess up, you have enough health for at least three passes.

Bonus pts.: You can get a bonus by parachuting at the end of the track. If you don't get it, you'll fall and take some damage. Just watch your speed.



Level Three: Grandpa's in the House

All in one pass: This level barely contains enough health for two passes. As a result, you will have to complete the House on your second path.

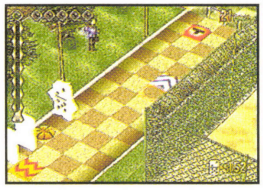
Teleporting hazards: You will have to memorize where certain hazards will teleport in, or you can have your chain broken. The family cat will also try to ram into you.

Secret ending: You will get a special cinema if you beat the level flawlessly.

Level Four: Tripping in the Park

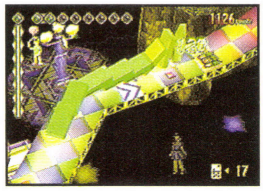
Learn to walk diagonally: The park's triggers and hazards are set up in a bizarre fashion. You will have to rely on placing dominos facing in a diagonal position. Walking at an angle will allow you to pass by some of the more frustrating level traps you will find.

Bonus trigger: The end of this level has a bonus trigger that can get you even more points. Be sure to conserve your dominos to get here.



Level Five: Fun Park Massive

Surprisingly easy: The Fun Park is an easy level. The reason being is that there are bonus triggers and plenty of health tiles. Close to the end of the level, there will be a section of track labeled bonus. You should head this way first, because you will not be able to go down the bonus path if you have triggered the reaction right near the entrance. The game's easy now, but the next level...



Level Six: No One Can Stop Mr. Domino

The ultimate challenge: To beat this level you will have to run (literally) through this level flawlessly. The first part is a sewer that will loop endlessly until you hit all of the triggers. Watch out for the blocks that slide you forward. They can really screw you up. The above ground sections are easy, but remember that time is of the essence. The rooftop offers almost no time to complete. Can you make it in time?

Floor Tiles

Health

Know when to use it: As Mr. Domino goes on he'll slowly turn grey. If he turns black, he'll die. You can delay the inevitable by picking up health. An important part is knowing when to grab health and when to save it.

Speed

Is it a trap? The speed tile is good for going fast, but it'll often shove you into a Reverse Block or an obstacle.

Slow

Like molasses: This tile will slow you down as well as drain your life. These are often placed near timing-based hazards.

Reverse

Start again: This switch will force you to start the level again. You must redo everything including chains!

Trigger

Find these: This is the objective of the game. Hit all the triggers of a level. Chain these reactions!

Chain Pt

The connector: This is where a trigger reaction will hit. Place a string of dominos at this point.

Earning the High Scores

Learn to chain: Here's the main aspect of the game, so listen up: First you will want to place a trail of dominos up to a trigger. Now, stop placing dominos until you come to a pulsing square called a Chain Point. Continue the domino trail from here. Connect to another trigger. Do this until you go all the way around the level. Now go over the initial string of dominos. Sit back and enjoy as the level comes alive with the results of your actions.

Chaining: Here's how... 1. Place a row of dominos up to the trigger block. 2. Plant a second set at the chain point. 3. Do it all over again...

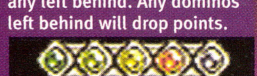
Run fast: By running you will boost your score. If you walk slowly, your score will decrease. Only slow down when you have to.

An extra lap: On the early levels you can run a lap around the track to build up your score before trying to beat it. This will give you an extra 400-500 points. Cool, huh?

Bonus actions: Some levels, like the Park, have additional triggers that allow you to chain in more reactions than the level requires. These are key to getting the really high scores.

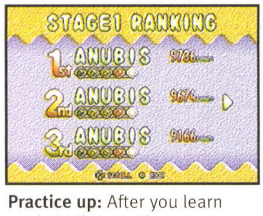
Bonus items: Some levels, like Shop Till You Drop, will make a certain action (such as the parachute) give you some bonus points. By running around the level multiple times, you can collect these extra points over and over.

Place more dominos: By using more dominos, you can build the total number of combo points higher. Just watch out that you don't run out or leave any left behind. Any dominos left behind will drop points.



A perfect chain: Can you do it?

Can You Beat This Score?



Practice up: After you learn to chain the reactions, try running as fast as you can. Can you beat the score editor Andrew Baran earned? You'll have to move fast and chain your butt off!

There are two hidden domino characters to earn. Each one is awarded for beating the appropriate games. You can earn one character in Slow Mode and the other in Fast Mode. You'll have to master this game to get them both!

After being
murdered
on your
wedding day...

Not even the gates of hell can contain your fury..

It's a grim world where your razor sharp claws slaughter the weak.

Where your voodoo spells incinerate your enemies.

Where your mind masters devious puzzles.

"...fast-paced, bloodthirsty, 3-D action."
-PSM

"...a step up technologically from similar titles in the past."
-EGM

PlayStation

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Track Shortcuts and Secrets Galore!

XG Strategy
by Nelson Taruc

Acclaim's extremely fast racing game Extreme-G 2 picks up where its predecessor left off, but adds bigger, more winding tracks (with a good number of shortcuts) and additional secret codes to unlock—done by placing first in the various circuits in the Extreme Contest Mode.

Although the game offers multiplayer modes, this Quick Hit strategy focuses on tips to master the first 12 track stages on the Easy/Medium difficulties. As far as multiplayer strategy goes, if you master bike handling and these tracks in the Single-player Mode, you'll fare equally well against human opponents.

Database

time to complete	three days
hardest stage	Eschaton
coolest track effect	Glass Highway
system	Nintendo 64
publisher	Acclaim
developer	Probe

Essential Tips

1 The key to beating Extreme Contest may sound stupidly simple, but it's a mantra you must follow: **Finish first and kill off whoever's closest in the point standings.** Fortunately, you can save after every two to four races (depending on the circuit), BUT DON'T SAVE unless you've got the lead in the point standings and mostly first- to third-place finishes. If you have just one poor race in that cluster of four, redo the races.

2 Generally, there are **one or two cheesy drivers who'll always manage to stay close** in every race. If you can destroy them or force them to crash, they'll drop hard in the standings—which will make your job a bit easier. Keep this in mind when you're in second place and trailing your nemesis: Shoot his rear off! Also, try cutting them off so they run into a wall or obstacle.

3 **Set the track laps to one in the Options Menu.** Simply said, it's much easier to run one flawless lap than two or three. Additional laps only help the computer. Plus, it saves time if must redo races.

4 **Use all shortcuts.** This is perhaps the only advantage you'll have against the computer, since enemy racers seem to catch up no matter how well you're running. Use the Stage Notes on this and the next page to find some of the better shortcuts and potential pitfalls.

5 **Avoid the traffic jam at all costs.** The main advantage of finishing first (besides the points) is that you get to start in front for the next race. Since hitting other racers slows you down, consider using a nitro at the start of a race to avoid getting trapped in the middle of the pack—where you'll surely get jostled and shot at. An added bonus: If you get rear-ended at the start, it'll give you a small but noticeable speed boost. Finally, being in front gives you first dibs on all the power-ups on the track.

Shortcuts are the key to gaining on your opponents, so use them!

Best standard bike: VeloFire or Freeker, thanks to its handling and acceleration.

Weapon Evaluation

Although you can turn weapons off in the Options Menu, it's to your advantage to use them—especially against the computer. Here's my pick for the best weapons to get through, and how/when to use them. Weapons are rated from one to five stars.

Static Pulse/Power Shield: If you're trying to knock out a point-standings player, these are the two best weapons to use. ★★★★★

Rail Gun: A great weapon, since it automatically targets the closest racer. ★★★★★

Flame Exhaust: Great when holding a tight lead; it's a speed boost plus rear-firing weapon. ★★★★

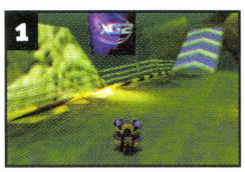
Smoke Exhaust/Phosphor Flare: Horrible against the computer but the best weapon against humans since it blinds them. Use in tight turns or tunnels. ★★★

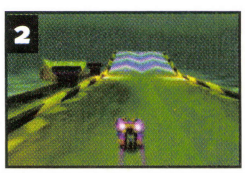
Laser Mine: Works great for slowing down trailing racers. ★★★

Rear Missile: Wait until you see an arrow lined up right behind your bike, then use it. ★★★

Aquanor

Overall, a very easy set of tracks to master.



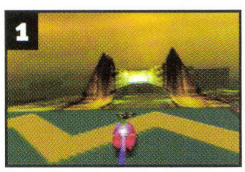


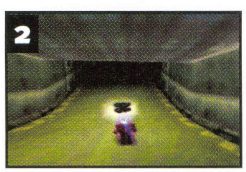
❶ **The Harbor/Cliff Tops:** The key shortcut in Aquanor is a high ramp midway through the level. Go this way rather than the tunnel, and you'll be able to skip a hairpin turn plus pick up a weapon.

❷ **The Harbour/Cliff Tops:** The only "kiss of death" hazard are the ramps. Make sure you have enough speed to clear all three; use a nitro if you don't.

Tetra

Stay on the black area of the tunnels at the start, and you'll master these tracks just fine.



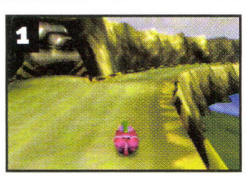


❶ **G-Plains/Nocturne/Fault:** Avoid using nitros too close to the ramps; if you're going too fast, you'll hit the ornamental arches and stop.

❷ **Nocture/Fault:** The tunnels are a bit tough to navigate. Keep your eyes peeled for Headlight weapon power-ups before entering these tunnels.

Lumania

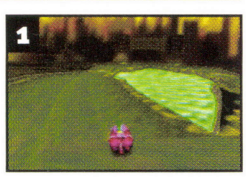
Survive the "kiss of death" pitfall at the start, and you'll be fine.



❶ **Fountains/Landing Bay/Pyramid:** The key shortcuts to this level are the two road forks. Always take the right fork to save time and pass racers. If you're behind and need to make up lost time, this is your choice. The left one is longer but has a power-up, so if you're in the lead and need weaponry, stop in and pick it up.

Tox City

Unfortunately, there don't seem to be any shortcuts for this track. Fortunately, there aren't too many pitfalls to face until near the end.

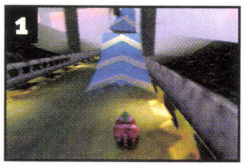


❶ **Ventilator/Apex/Pulsar:** The only "kiss of death" points on the trap are a green pit (stay near the outside edges) and a crisscross area near the end. You may be tempted to turn when you see the crisscross, but just aim for the yellow X that marks the middle of the track and go straight through.

Shoot Out of the Gate: At the start of race, time your acceleration so it's at the first bar marker the moment the cars are dropped. This is the maximum "head start" speed boost the computer will give you.

Sensara

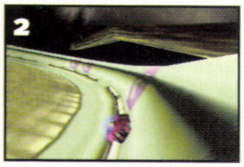
Actually, this track isn't that bad at all, but narrow track areas make it tough to pass.



❶ **Skyline Drop/Crybridge Pass:** There's a good shortcut at the end, but it's difficult to get to. Look for a series of four ramps. Use nitros to get to the very top. If you miss the ramps, you'll probably crash your bike.
❷ **Skyline Drop/Crybridge Pass:** Don't go for the ramp at the start. Stay low to make sure you hit the nitro point.

Farron

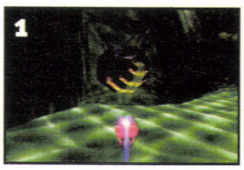
Although the track isn't that tough, there are many unfenced areas to fall into.

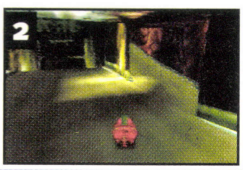


❶ **Fire Hazard:** This is perhaps the only shortcut in the level. Take the right path at the first fork; it's a bit twistier but seems shorter overall.
❷ **Fire Hazard:** Rather than braking or using the R button, use the smooth-sloping walls too slow you down. Don't use your R, or you might turn prematurely, and fall off the edge.

Cordilon

If you don't get an early lead, you'll be forced to travel on unfenced tracks in a crowd.

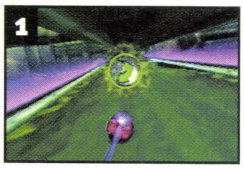


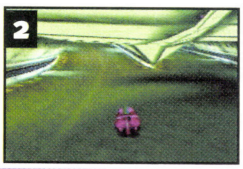


❶ **Sulphur Lakes:** At the start of this track, head left to find a tunnel. If you hit it head-on, you'll pass other racers easily.
❷ **Sulphur Lakes/The Mire:** Immediately after the above-mentioned shortcut is a small side-entrance at the start of a tunnel. It leads to a power-up and helps saves time in the process.

Hydra Prime

An early lead is a must in this level so you can grab power-ups before others do, and also so you don't get pushed into walls. Avoid walls at all costs!

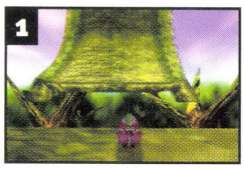




❶ **Underwater Base:** The first power-up in this game is a Rail Gun. If you don't grab it, someone else will and will shoot you mercilessly.
❷ **Underwater Base:** The only shortcut happens two-thirds of the way through. When the road splits, take the shorter left path.

Mesa Vivs.

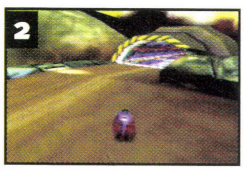
Save a nitro for the ramp at the very end of this set of tracks; you'll can't afford to miss it!



❶ **Wind Farm/Harvest:** Although it's not very practical in a race, this shortcut is odd enough to point out. At the very start, deliberately brake just before the first bike jump. You'll drop to the lower level, bypassing a loop.
❷ **Wind Farm/Harvest:** Midway through, look for this right-fork shortcut when the road splits.

Eschaton

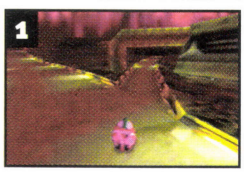
A very tough track, but cheap shortcuts can win it for you. Let off the gas in the curves; hit a curb too fast, you'll spin out.



❶ **Glass Highway:** When you reach the first U-turn, turn very tight and run over the rocks to hit the nitro. You don't have to go all the way around!
❷ **Glass Highway:** This is cheap! Near the end, just after a ramp after the glass highway, brake hard, turn hard right and nitro. Bypass the last U-turn!

Anville

Mixing up some really long straightaways and tight corners, this track favors top-speed bikes. When the road splits at the start, take the path that's least traveled by the pack.



❶ **Outlet 360:** Near the end is a fairly tough shortcut to find. Rather than take the blue recharge ramp, go underneath the passage and quickly look for a short opening to the right. This will save you at least a second if you don't hit the sides.

Canous

This mountainous path is fairly easy to master. Try to avoid the ramp at the end to get the best speed to the finish.

❶ **Mountain Pass/Lower Village:** The first and biggest shortcut in the level is at the very start. There's a hard-to-see fork to the right; take this path to shave a bit off the lap time. This path, however, requires a sharper turn, so make sure you've got a good-handling bike.

Cheaters Never Win? Generally, beating a circuit unlocks two secrets. However, if you use either cheat codes or a hidden bike, you'll only get one.

Easter Eggs!

XG2 rewards first-place circuit finishers with various codes, secret bikes and new Extreme Contest circuits (basically variations of the 12 core stages).

■ To unlock a circuit, simply finish first in the circuit you're currently playing—at any difficulty with any bike. The next circuit will be unlocked. Beat Duel to unlock Mirror Races (flipped tracks).

■ To unlock a bike, simply finish first in the circuit you're currently playing—at any difficulty with a normal bike (not one of the hidden ones). Don't use cheat codes, or the computer will void your bid.
Atomic: Unlock Venom Bike
Critical Mass: Unlock Wasp Bike
Meltdown: Unlock Spectre Bike

If you're too lazy to play through the game, the codes below are ones so far confirmed by *XG* with the production version. These codes should be entered at the Name Edit Screen, *not* the Password Screen. To turn off a code, simply enter it a second time. Each code is followed by a quick description:

■ **PIXIE:** Honestly, we're not sure what this code does. It does cause a lot of polygon break-up when used, so it may have something to do with the game's pixel blur.
■ **2064:** This code turns all the bikes into aerojets that handle horribly. (Could this be some secret jab at WipeOut's floating jets? Those crazy Brits at Probe...)
■ **MISTAKE:** unlimited weapons
■ **LINEAR:** wire-frame tracks
■ **MISPLACE:** unknown effect
■ **FLICK:** remove on-screen info
■ **RA50:** bikes shrink to half-size
■ **JUGGLE:** random circuit tracks
■ **NO PANEL:** same as **FLICK**
■ **SPYEYE:** overhead cam, not very useful for playing
■ **SPIRAL:** rotating camera, definitely not useful for playing
■ **XXX:** boosts game speed
■ **NEUTRON:** turns tracks into Tron-like arenas
■ **NITROID:** infinite nitros; when nitro is used, fisheye camera effect is used
■ **XCHARGE:** infinite shield/ammo

INTERACT

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If you choose not to give to your friends, you may have to give up your friends.
If you choose not to take from your friends, you will remain the amateur little novice your friends always said you were.
If you choose not to accept the characters that others have created, you will learn nothing, remain stagnant, and die an early, painful death.
IN the REALM of GAMING,
It is believed that
how you play now,
will affect your gaming later.
It is now possible to achieve
divine video game status,
and be worshiped as a deity
among players everywhere,
with the DexDrive.
The ultimate memory card,
going beyond mere game saves.
It allows you to upload saves
to your PC so others can download
and begin where you left off.
And they can reciprocate.
Take levels, characters, or team rosters
off the web and take your gaming
even higher.
Play. Save. Trade.
Greed is good. But so is generosity.
Because in this life, and the next,
what goes around,
comes around.
DexDrive
good karma
PlayStation®
DexPlorer™
Nintendo®64
download saves at www.dexchange.net

QUICK HITS

THE LEGEND OF ZELDA DX
LINK'S AWAKENING

Walk-through

XG Strategy
by Andrew Baran

This guide is an update to the previous guide we wrote two issues ago. This one contains the extra Zelda: Link's Awakening DX special features the earlier version of the game did not have.

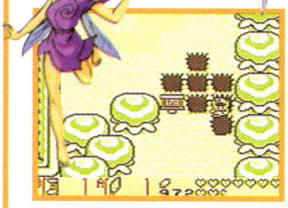
The game is now in color, and this makes it significantly easier on the eyes. While this is cool, what will really make you want to play this game again (assuming you played through the old version) is the new dungeon to explore. Overall, gameplay-wise, Z:LADX is about 98 percent the same. Still the prospect of having another dungeon makes a second try worthwhile. There are also cool pictures you can print out on the Game Boy Printer. A strange feature, but at least it's something new.

If you never had the chance to play the old version of Link's Awakening, now is the best time to get on it. This game will take you some time to beat, and there are plenty of hidden goodies to look for. After all, this is a Zelda game.

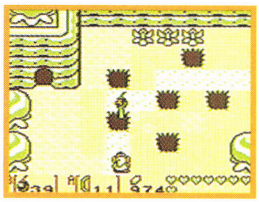
Database

time to complete	20 hours
challenge	moderate
best weapon	Wand
hardest Boss	Evil Eagle
best advice	know when to rest your eyes
system	Game Boy
publisher	Nintendo
developer	Nintendo

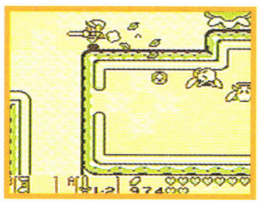
Item Techniques



•**Mega Jump:** You'll eventually have to do this to continue through the inside of the dungeons. Equip the Feather and the Boots. This way you can do a massive running jump.



•**Rocket Launcher:** Well, not really. But you can attach a bomb to an arrow and shoot them out for a massive blast. This will knock back almost every enemy!



•**Running Blades:** Although it's sort of common sense, here's the technique anyway: By equipping your sword and boots, you can do a dashing attack that kills enemies and trims bushes.

Heart Containers

1. Dive into the well in Mabe Village.
2. Catch the biggest fish in the fish pond.
3. It's in Mysterious Forest, surrounded by holes.
4. It's in a tunnel inside the Mysterious Forest.
5. It's in Ukuku Prairie hidden cave. Bomb and dash.
6. It's in the desert; sink into the sand and bomb.
7. It's in the moat of the castle; dive underwater.
8. Check in a cave by Animal Village.
9. It's hidden in a cave near Angler's Tunnel.
10. Look inside one of the graves.
11. It's hidden in a cave in the Tal Tal Mountains.
12. Check outside by Turtle Rock.

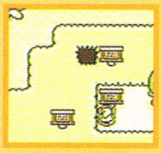
It takes four: In the course of exploring, you'll find heart containers. For every four you find, you'll gain a heart to your life total. There are 12 pieces hidden in the world, and one full heart at the end of each dungeon.

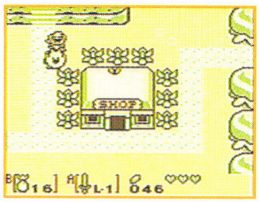
Ocarina Songs

•**Marin's Song:** Show Marin the Ocarina as soon as you get it.
•**Effect:** Opens up the Egg eventually.

•**Manbo's Mambo:** Look for the opening off of the water.
•**Effect:** This song will teleport you around.

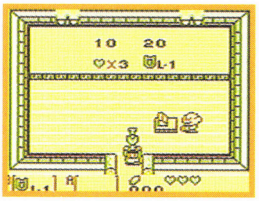
•**Song of Soul:** Look at the end of the Signpost Maze.
•**Effect:** This song will wake up the dead chicken.





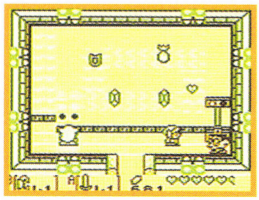
Magic High Jinks

•**Removing animals:** You can rid yourself of those pesky chickens and dogs by sprinkling the Magic Dust on them. They'll burn up, sometimes revealing a rupee or two.



Stealing

•**How to do it:** First, grab an item and walk around the shopkeeper until he turns around. Once he does, leave the building while still carrying the object you're trying to nab.
•**The bad part:** If you do steal, your name will become "Thief," and if you enter the shop, you'll be killed. Don't do this unless you're sure you have everything you want.



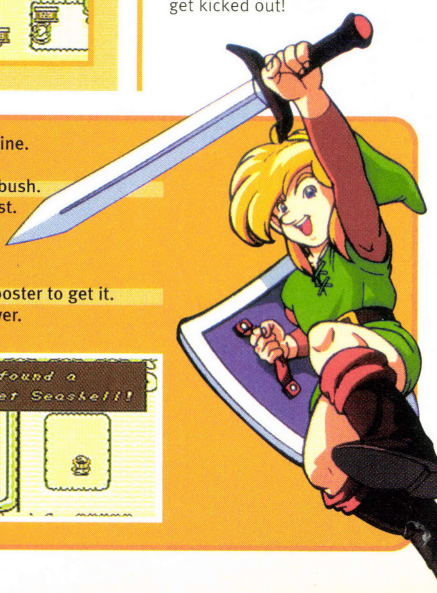
Crane Fun

•**What to do:** When you have Marin following you around, take her to the crane game. If you let her play, she will grab the operator with the claw and get kicked out!

Secret Seashells

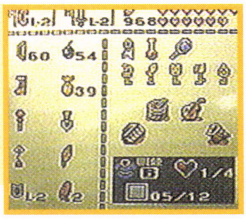
1. Hack the grass south of the first shop. Look in the middle.
2. Dig in the center of Meowmeow's doghouse.
3. Bomb a wall on the west side of Tail Cave.
4. It's under a rock in the Mysterious Forest, near a treasure chest.
5. Look in the grass south of the lonely grave.
6. If you've five seashells, enter the Seashell Mansion for one more.
7. Dig at the center of the cross at Key Cavern.
8. It's in Ukuku Prairie, underneath a single rock.
9. Dig in front of the owl atop the plateau.
10. Cut down some bushes east of the Seashell Mansion.
11. If you've 10 seashells, enter the Seashell Mansion for one more.
12. Look for a bush by the statue of Martha.
13. In Richard's Villa, you'll find one in a chest.
14. There's a tree you must ram south of Mabe Village.
15. Ram the tree near the phone booth at the Signpost Maze.
16. In Martha's Bay, dig by the owl.
17. It's under a rock in the Varna Desert.
18. It's under an Armous Statue in the Face Shrine.
19. It's on an island with a single bush.
20. Island south of Martha's Bay with a single bush.
21. It's in the Ghost's House. Lead the ghost first.
22. It's under a rock in Tal Tal Mountains.
23. Lone chest on mountain has the seashell.
24. It's on the island within the rapids.
25. Outside Konolit Castle; you must use the rooster to get it.
26. Look outside the northern exit of Eagle Tower.

•**Why look for them:** When you have at least 20 seashells, you can power up your sword. If you have a full bar of health, you can shoot beams of light from your sword. This works really well in keeping nasty creatures at bay. Can you find them all?



Special thanks to my bride-to-be, Tracy, for her help with this guide.

Complete Walk-through



• **Everything you need:** If you follow this step-by-step walk-through, you'll be able to get through the game easily. The dungeons are not covered, nor are the heart containers. Just use a little time and patience and you should have no problem. To make things easier early on, save a lot of rupees and try to buy all the equipment you think you'll need right away. This way, you won't have to backtrack. Remember, save the game whenever you acquire a new item.

- Get the **shield** from Tarin.
- Go to Toronbo Shore and get the **sword**.
- Buy a **shovel** and **bombs** from the shop in town.
- Win the **Yoshi doll** at the trendy game and give it to the quintuplets' mother to get a **ribbon**.
- Give the **ribbon** to Madam Meowmeow's dog to get the **canned food**.
- Enter the Mysterious Forest to the north and talk to the Raccoon.
- Enter a tunnel in the forest and find the **Sleepy Shroom**.
- Give the **Sleepy Shroom** to the witch to get the **Magic Powder**.
- Use the **Magic Powder** on the Raccoon.
- Head north and get the **Tail Key**.
- Go south past the village and enter the Tail Cave.
- Defeat the Moldorm to receive the **Full Moon Cello**.
- Go to Sale's House O'Banana and give him the **canned food** to get some **bananas**.
- Return to town and talk to Madam Meowmeow.
- Go to the forest and enter the Moblin Cave.
- Defeat the Moblin King and rescue Bowwow.
- Head to Goponga Swamp and enter Bottle Grotto.
- Defeat the Genie to receive the **Conch Horn**.
- Return Bowwow to Madam Meowmeow.
- Go east to Ukuku Prairie and talk to Richard.
- Give the monkey your **bananas** and pick up the **stick**.
- Enter Kanalet Castle and recover the five golden leaves.
- Return the leaves to Richard and go to Pothole Field.
- Dig up the **Slime Key** in front of the owl statue.
- Open the keyhole in front of the cave and find Key Cavern.
- Defeat Slime Eyes to receive the **Sea Lily Bell**.
- Give Tarin your **stick** and take the **honeycomb**.
- Go to Animal Village.
- Give Chef Bear the **honeycomb** and get the **pineapple**.
- Head to the beach and get Marin.
- Take Marin to the Walrus near Animal Village.
- Buy the **bow** in Mabe Village.
- Head to the Dream Shrine and get the **Ocarina**.
- Take the Ocarina to Marin to learn a song.
- Play Marin's song at the entrance to the desert.
- Get the **Angler Key** from the swallowing sand area.
- Head toward Bottle Grotto and find the Angler Keyhole.
- Go to the Tal Tal Heights and give the **pineapple** to Papahl to receive the **Hibiscus**.
- Enter the Angler's Tunnel and defeat the Angler Fish to receive the **Surf Harp**.
- Talk to Manbo to learn a teleportation song for the Ocarina.
- Go the Animal Village and give the **Hibiscus** to Ms. Goat to receive the **letter**.
- Take the **letter** to Mr. Write to receive a **broom**.
- Go to Mabe village and give Ulrira the **broom** to receive a **fishhook**.
- Go into Martha's Bay and go under the bridge.
- Give the **hook** to the fisherman to receive Martha's **necklace**.
- Return Martha's **necklace** to her and receive a **scale**.
- Return to Martha's Bay and enter Catfish Maw dungeon.
- Defeat the Slime Eel to receive the **Wind Marimba**.
- Navigate through the Signpost Maze to learn an Ocarina song from Mamu.
- In Martha's Bay, use the **scale** on the Martha statue.
- Retrieve the **Magnifying Glass** from the cave under the statue.
- Defeat the Armous Knight in the Southern Shrine to receive the **North Shrine key**.
- Enter the Face Shrine and defeat Facade to receive the **Coral Triangle**.
- Go to Toronbo Shore and trade your **shovel** for a **boomerang**.
- Enter the cave underneath the weathercock in Mabe Village.
- Play the Song of Soul on the Ocarina to revive the **rooster**.
- Enter the cave near the Chicken Coop in Tal Tal Heights and retrieve the **Bird Key**.
- Enter Eagle Tower and defeat the Evil Eagle to receive the **Organ of Evening Calm**.
- Rescue Marin on the bridge.
- Play the Song of Soul at Turtle Rock to awaken the Turtle Head.
- Defeat the turtle head and enter Turtle Rock.
- Defeat Hot Head and receive the **Thunder Drum**.
- Go to the Egg and play Marin's song.
- Enter the Egg and defeat the Shadow Nightmare.
- Play Marin's song again.

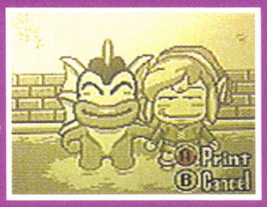
Where does the new stuff fit in?

•**You can do it almost at any time:** Well, you need the proper items to go through...
1. For the dungeon, you need the powder, bombs and the power bracelet.
2. It's a good idea to go through the extra dungeon as soon as possible because the colored tunic you choose will help you greatly in the later dungeons.
3. For certain photos, you need different items. For example, a few of them require the magnifying glass.
Remember: You must have a Color Game Boy to get any of the extra features. Super Game Boy will not even open up these goodies.

New Features (DX Exclusive)

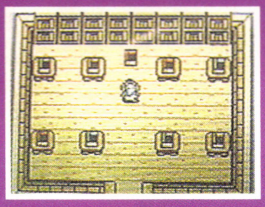
Photographs

•**Printing fun:** During the game, you will come across spots where the game will automatically take a picture. You can go to the Print House and print them using the Game Boy Printer. Look near the Moblin Cave.

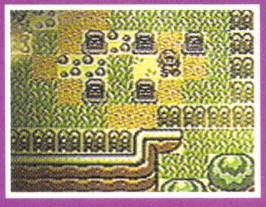


Finding the Exclusive DX Dungeon

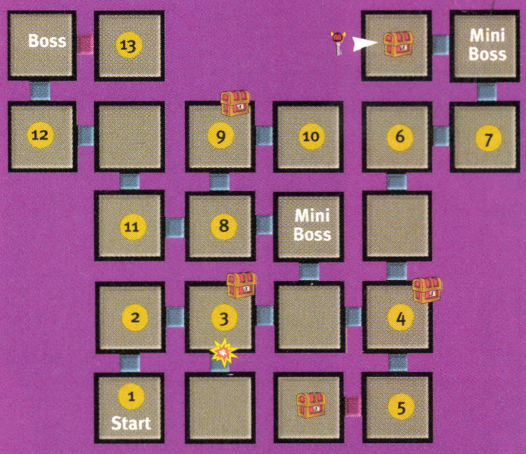
•**Step 1:** You must enter the library near the first town. Use the Pegasus Boots to ram the top bookcase, and a book will fall to the ground. The secret to finding the hidden entrance into the new dungeon is inside of it. Go to the five gravestones.



•**Step 2:** Once you have found the screen that has the five tombstones you must complete the pattern: Push grave 5 down. Push 4 right. Push 1 up. Shove 2 right. Finally shove block 3 up. This will reveal the entrance.



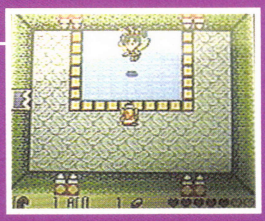
Surviving the DX Dungeon



Room 1: Tell the skull guys what colors they're wearing.
Room 2: Kill all enemies to open the doors.
Room 3: Use sword to change all eyes to blue.
Room 4: Use your sword to knock the enemies into the proper holes.
Room 5: Kill all enemies to open the doors.
Room 6: Use sword to change all eyes to blue.
Room 7: Kill all enemies to open the entry door.
Room 8: Pick up the pot in the upper-left-hand corner to activate the switch.
Room 9: Kill all enemies to get the chest.
Room 10: Use your sword to knock the enemies into the proper holes.
Room 11: Use your sword to change all eyes to blue.
Room 12: Hit the switch to continue to the next room.
Room 13: Collect your special reward from the Fairy who hides inside this room.

New Treasure...

•**Choose your tunic:** Once you get to the Fairy at the end of the dungeon, she will give you the option of taking either a Red Tunic or a Blue Tunic. The Red will grant you offensive power like the Piece of Power. The Blue will raise defense.



Pictures taken under adverse conditions.

TIME TO REMODEL.

RATING PENDING
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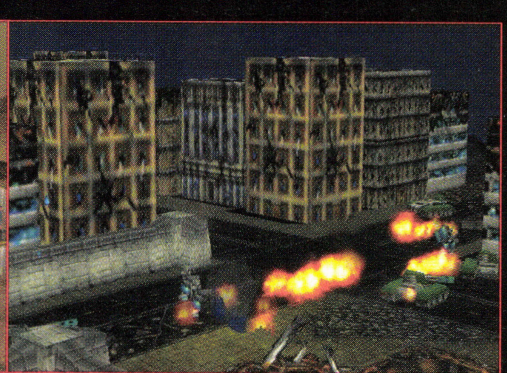

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In the year 2085 the Collapse came hard and fast. Only a select few had the strength and intelligence to rebuild the world from the embers of a nuclear holocaust. You were one of them.

REVOLUTIONARY UNIT DESIGN

Warzone 2100 showcases a depth of play never seen before in a strategy game. 400 different types of technologies allow you to design and build more than 2000 battle units. That's right. Unit designs aren't predetermined for you. Use your own wits to create an unbeatable battle arsenal.

SUPERIOR ARTIFICIAL INTELLIGENCE

The AI engine is so sophisticated that it allows you to recycle the experience of your field units into bigger, better and even more fierce war machines. Over time, combat units become more accurate, command units command larger groups of troops and repair units repair faster and more efficiently.

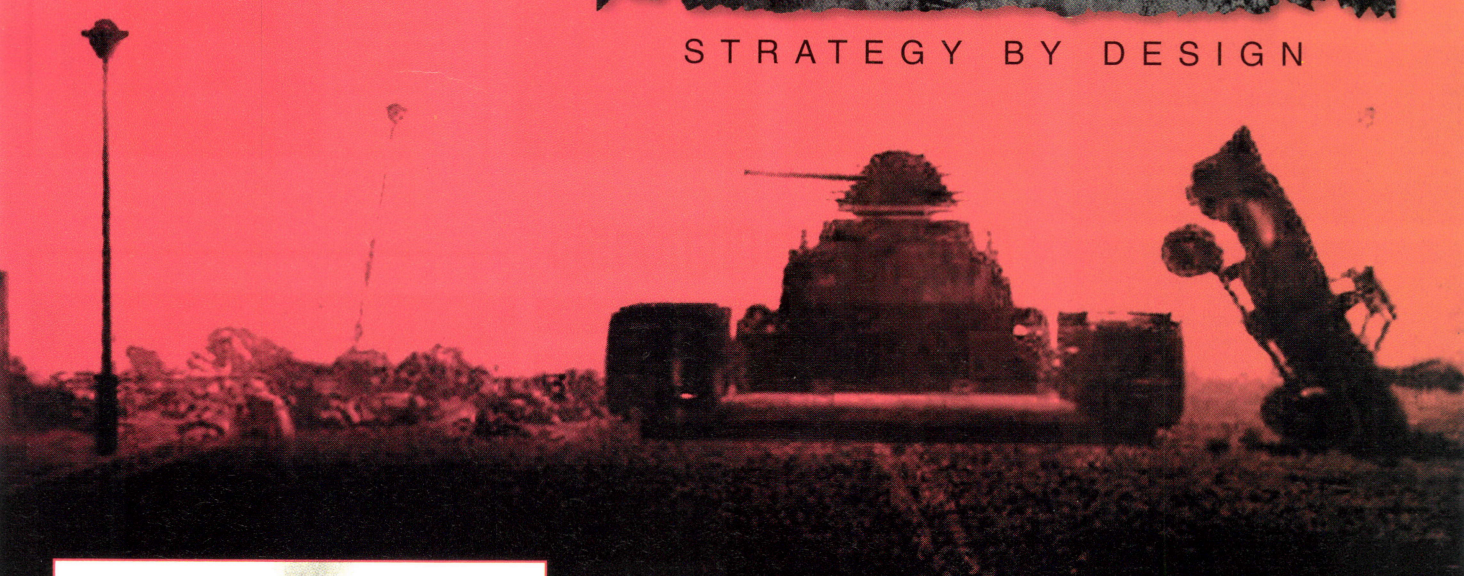
FULL 3D BATTLEFIELDS

Warzone 2100 slams the door on other top-down 2D strategy games. It showcases a lightning fast, fully functional 3D game engine with a rotatable and zoomable camera for fast and furious gaming action. Not just eye candy, you'll experience true line-of-sight and fog-of-war effects. Strategically placed radar units warn you of hidden enemy units and allow you to lob mortar shells over mountain obstructions.

IT'S TIME TO TAKE YOUR FATE INTO YOUR OWN HANDS. THEN USE THEM TO BUILD A NEW WORLD.

WARZONE 2100

STRATEGY BY DESIGN



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Turok 2

Multiplayer Mayhem

XG Strategy
by Jim Mazurek

We know you should be done with the one-player game by now, so it's time to call over a few friends and crank up the multiplayer. On the following pages, you'll find collective data from some hardcore console deathmatchers, and hopefully be able to implement it in your gaming style.

Let us know if you want more multiplayer specific strategies! Drop me an e-mail with "More Multiplayer" as the subject heading (jim_mazurek@zd.com).

Very special thanks to:
My personal friend and GoldenEye guru, Nick Spacek–for helping me write this comprehensive multiplayer strategy!

Database

best multichar.	Turok, Joshua F.
best multilevel	Mirrorrorrim
most wanted	cooperative play
better than 007?	hardly...
system	Nintendo 64
publisher	Acclaim
developer	Iguana

Cheats!

Below is a chart detailing what is unlocked at the Standard difficulty.

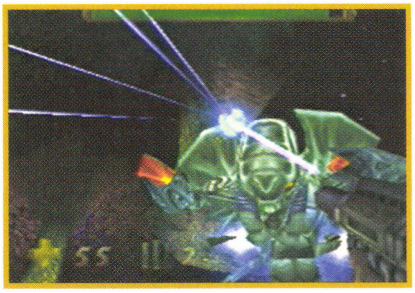
Level 1:	Frooty Stripes (a psychedelic visual effect)
Level 2:	Pen and Ink Mode (play in line-drawing styles)
Level 3:	Gouraud Mode (play with textures off)
Level 4:	Stick Mode (play with stick figures)
Level 5:	All Map (shows entire map, but not hidden areas)
	Big Head/Feet Mode (makes extremities hilariously large)
	Tiny Mode (makes bodies tiny)
	Blackout (darkens levels, visibility poor)
Level 6:	All Weapons (unlocks all weapons)
Level 7:	Invincibility (enable this cheat to never get hurt)
	All Special Objects (no need to pick up objective items)
	Infinite Ammo (shoot away to your heart's content)
	Warp (choose any Boss fight or level to play in)

Boss Strategies

Overview: The ends of Levels 4-6 and Level 7 all feature enormous Bosses to fight, usually in a circular arena. In case you missed it last month, we included an updated version of our Boss strategies.

Lair of the Blind Ones

Giant Eyeball Difficulty Moderate



This Boss is fairly tough unless you know where to hit it. **Look for the flashing body part.** The first targets are the side legs that shoot. The second are the abdomen and thorax. The third target is its big shooting arms. I used the Scorpion Launcher at close range to score big hits quickly. Don't worry about aiming too precisely; get close and hammer away. The final target, when it's down, is its head. Use the Firestorm Cannon (or other rapid-fire weapon) and aim at its noggin. Remember to avoid the Boss' blasters, since they inflict the most damage. When the Boss disappears and the little insects creep in, kill all but one of them. **Use the regenerating power-up spots to replenish ammo and health.**

Hive of the Mantids

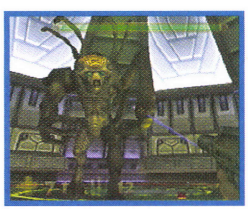
Insectoid Boss Difficulty: Hard

The first goal is to take out the worms with a flamethrower or other small arms. This might not be an easy task, but it needs to be done. Kill all but one if you want to pick up regenerating health/ammo power-ups (very important!). **To defeat the first form, shoot the tentacles coming out of the wall.** Again, the flamethrower or Shredder both work well here. Focus on one tentacle at a time, as each one does a lot of damage. After another worm wave, take shots at the spitters found on the ceiling. **After the third worm wave, look for ceiling tentacles you must shoot to destroy.**

At the end of the battle, you'll shoot the huge blinking eyeball at the very top of the ceiling. Get ready for a downpour of crud once it blows up!

Primagen's Lightship

Final Primagen Boss Difficulty: Hard



First off, before you even put the last Primagen Key in place, make sure you're stocked up on lives (nine), health (200 max.) and ammo (the start of Level 5 is a good place to get up to speed). Then save your game. If you die, you'll get to restart easily.

Surprisingly enough, the first form of this Boss is the toughest. After it shoots out bombs and flying insects (which must all be killed before the Boss shows up), it will drop in.

The first form can heal itself, but you can halt the healing process with head shots. The Shredder seems best for this task. Stay in the middle of the screen to keep stocking up on ammo. Don't let it get away ever, or it may heal itself!

After another wave of bombs and flies, the Boss reappears. Hit its arms—first left, then right. Keep strafing to avoid its sonic attacks.

After a final wave of bombs and flies, the Boss will attack from the sky. **As the Boss swoops down, aim slightly up to get head shots.** Again, the Shredder seems best. Watch out for the wind attack—it can blow you off an edge.

Fat Arm Swinger Difficulty: Moderate

This Boss must first be hit in the arms for its first two forms. In the first form, jump when its arms swipe at you. In the second form, continue strafing left or right while shooting the arms.

Multiplayer Tactics

A –Running Backward–

This is a very simple one: If you are taking a beating, don't run away. Remember to **make your character run backward** as your opponent chases you down. Instead of being entirely vulnerable, you can now throw some hot plasma charges at your enemies while running from them. Sometimes doing this will scare the other player into retreating themselves, whether it be to get more health, or they are simply astounded by your precise and accurate control (most probably the first one).

B –Head Shots–

One of the neat yet utterly weird and stupid ways to dominate the Turok deathmatch is to use the Head Shot technique. While playing, we stumbled on a technique that works as good as it is stupid-looking. By jumping up and down, you can effectively get a greater percentage of shots that will go past your opponent's head. As you know, one head shot from any weapon will kill him, and get you the easy frag. Before you know it, you'll have an armada of deathmatchers **hopping around like kangaroos** trying to get the edge.

C –Dealing With Control–

There is huge dispute about which control style is better, GoldenEye or Turok. I really don't want to get into it, but there are a few key things you should know. If you pick "Expert" (Turok style), you'll have better control of your crosshairs. Controlling them with the Analog stick makes it a lot easier to get head shots and other key blasts. If you pick "Arcade" (GoldenEye), unfortunately, you won't be too excited. For some odd reason, there is no "Crosshair-aiming Mode" like there was in GoldenEye. This almost ruined the Multiplayer Mode for me, as I absolutely loved being able to **instantly aim precisely with my gun.** Either way, you'll need to learn to deal with the control, so pick a style and go with it.

D –Pickin' Up the Scraps–

This is the ultimate in cheese techniques. While it sounds easier than it is, a good deathmatcher will learn to exploit situations like this. To clean up the scraps, let two or three other characters pound on each other until they're all almost dead. Then, **pop in the room and get two or three quick kills!** The funny thing is, if you do it covertly enough, the other characters will be too busy worrying about each other to even notice your position.

E –Explosions Through Walls–

This trick is stunningly effective. It can be used with any explosive device, and it works by simply using the walls to your advantage. If you see a character is hiding inside a corridor, you can blast the outside walls and he'll feel the shockwave! **The Scorpion works wonders** when shooting at someone on a ledge above you. If it doesn't hurt them too much, it'll make 'em move pretty darn fast! Apply your imagination for other uses...

F –Learn the Levels Well–

This one is common sense, but it's important so I'm mentioning it anyway. Whether you're playing against seasoned pros or just some casual gamers, **knowing the nooks and crannies of the levels never fails to add to your advantage.**

G –Get the Health, Silly–

Don't play like an idiot. If you only have 30 percent health, don't go storming into a room looking to score some frags before you die. **Get the health first!**

H –Item Pop-up–

Here's a cool one that you'll probably learn subconsciously after you play for a while. When picking up a weapon, it won't pop back up for exactly **25 seconds**. This is helpful if you're hiding in a back corner somewhere while your opponents duke it out.

I –Guarding–

Referred to as "Camping" by most snot-nosed players around here, this happens to be as fun as it is legal. Let your friends complain about it all they want, it won't change anything! **Hovering around the power weapons** is a great way to ensure no one else gets 'em, right? You can simply do "loops" around certain areas while staying within seconds of your guarded item (Armor, Rocket Launcher). It is as annoying as it is effective.

j –Looping, Circle Strafing–

What will become second nature after playing a few first-person shooting games, circle-strafing and looping are two key techniques. To **loop** would be to constantly move from point A to point B, and then back again. Pick out a few good paths on the map (ones that have a lot of goodies in them), then stick to them. Only veer off if intercepted by a group of angry players (it will happen). **Circle Strafing** works when you get into a heated duel with someone else. Instead of just strafing from side to side, circle your opponent with the Strafe buttons. You'll get better results if you switch your direction periodically.

K –Commando-Style Rushing–

Even when coordinating characters, it's still pretty easy to pound on your teammate by accident. This will help with this problem, yet it will take some time to establish. A good example of "Commando Style" would be one team storming the other team's stronghold. If trying to get into a room with a Scorpion Launcher that the other team's guarding, **don't run in with guns blazing.** Have one guy get his Charge Dart Rifle ready, while the other guy has the Scorpion ready to rock. It is almost common sense, yet I see almost every player neglecting to use it.

L –Watching Other Players' Screens–

As simple as it sounds, I see so many players neglecting to use this tactic. It gets a little confusing when playing with four people, so you'll need to get proficient at it. It works wonders when playing, and especially when the other players like to "hide." Remember, no matter what anyone says, there is **no such thing as cheating during a Turok Deathmatch.**

M –Never Sit Still–

It's good to get a little frantic while playing Turok 2. By constantly moving, you're keeping opponents on their toes, while keeping a nice supply of weapons and health flowing in, too. Characters who continually move seem to be better in heated duels as well, as their moving skills tend to be a bit better than those who just trounce around casually. **You should only hide if your health is dangerously low.** Get back in action as soon as you can...

N –Communication during "Team Play"–

You must communicate with your teammate. Whether it be before the battle to discuss the "plan," or during the battle to let each other know what's going on. This also prevents you from having to break concentration to look at your teammate's screen. He/she could simply state his/her position for you, saving you time and much confusion. Although it sounds kinda geeky, this is the way Nick and I dominated in "Team GoldenEye" tournaments.

–Learning to Use Weapons Effectively–

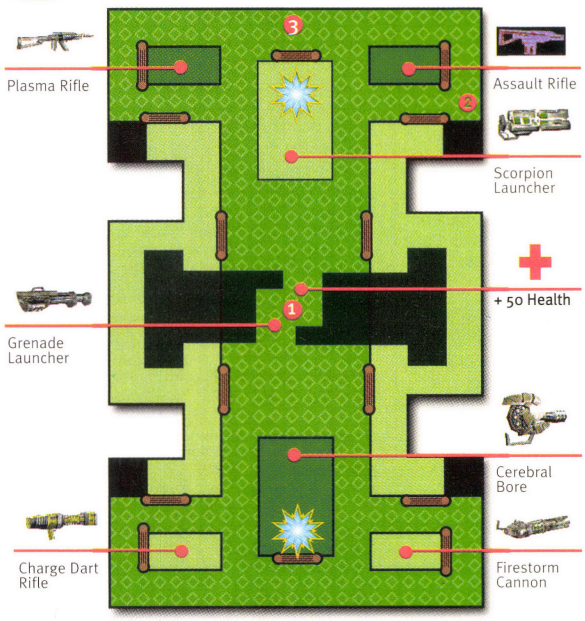
Everyone knows how to run up into someone's face and unload a flurry of Firestorm rounds at an opponent. **These tactics won't get you anywhere,** and they definitely won't separate you from the crowd. A real Turok Deathmatcher knows the strengths and weaknesses of each and every gun. Example: *Don't run into a room full of angry people during a Grenade Launcher battle. Learn to bounce the grenades off the walls so you don't even have to be near the opponents.* Makes sense, right? Use the chart below to see the strengths and weaknesses of each and every multiplayer weapon.

Grenade Launcher Max Ammo: 50 Damage (1 shot): 35 Range: Short Rate of fire: Slow	Great for bouncing into rooms or hallways that you can't see into. Stay up high when people have these, as the grenades have a habit of finding the lowest ground.
Scorpion Launcher Max Ammo: 50 Damage (1 shot): 35 Range: Long Rate of fire: Slow	The walloper, this thing packs a punch. Great for getting explosions through walls. This is tied with the Assault Rifle for the best multiplayer weapon.
Cerebral Bore Max Ammo: 1 Damage (1 shot): 50 Range: Medium Rate of fire: n/a	Because of its auto-lock feature, the only way to avoid it is to either run really fast into a complicated room, or jump into some water.
Harpoon Gun Max Ammo: Unlimited Damage (1 shot): 10 Range: Medium Rate of fire: Slow	Only used on the levels with water, the Harpoon Gun takes the place of your regular crossbow. The shots are slow moving, but they do decent damage.
Torpedo Launcher Max Ammo: 25 Damage (1 shot): 20 Range: Long Rate of fire: Medium	The only available upgrade to your underwater arsenal, this gun is hard to control. You get a boost of speed when you shoot and hold the button. Not too good.
Crossbow Max Ammo: Infinite Damage (1 shot): 5 Range: Long Rate of fire: Medium	Get an arrow lodged into an opponent's body to make a really annoying distraction on screen. Although not very powerful, the rate of fire is decent.
Charge Dart Rifle Max Ammo: 50 Damage (1 shot): 10 Range: Long Rate of fire: Medium	This thing has some great technique, as it can easily be angled to go around corners. It even jumbles the guy around a bit, and it's great for team battles.
Assault Rifle Max Ammo: 100 Damage (1 shot): 3 Range: Long Rate of fire: Fast	A multiplayer exclusive weapon, this thing really rocks. When used in conjunction with the head shot technique, it is almost unstoppable.
Plasma Rifle Max Ammo: 100 Damage (1 shot): 10 Range: Long Rate of fire: Fast	The only non-explosive weapon with splash damage, this thing can do some destruction. The rate of fire isn't bad either, so keep it as your 2nd or 3rd gun.
Firestorm Cannon Max Ammo: 100 Damage (1 shot): 1 Range: Long Rate of fire: Very Fast	This gun is overrated. The shots are extremely weak, and they never seem to hit what you're aiming at. It puts a lot of flak out there, but that's about all it does.

Multiplayer Tactics

Instead of boring you with techniques you probably won't use, we picked the best 6 levels to do strategy on. Enter the realm of multiplayer mayhem, and you'll never go back to one player gaming again!

Mirrorrorrim



-Level Strategy-

This is the best level to play, period. It's the biggest, and it doesn't have too many weird out-of-reach areas. You'll need to play this level very aggressively, yet smartly. Don't force a heated battle between two other players right away. Let them bring each other down a little, then rush in. Unfortunately, you'll notice that the **Scorpion Launcher** is up and out of the way. This means you won't be able to guard it while effectively scoring frags on other players. For advanced players, this can be the most well-balanced court to play on. Here's some tips for dealing with advanced players:

1 Sweep Patterns

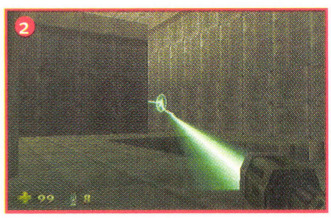
It is key to sweep through the middle crossover section quickly. I noticed that this part of the map gets the most traffic when people are scrambling around. The longer you stay there, the more susceptible you are to **damage from all angles**. Get in, grab the health, and get out!

2 Hiding, if necessary

Remember, even if you get down to 20 percent health, **you can hide in a spot like this** until the life bonus reappears. The one in the picture happens to be my favorite. It's close to the health, and there is little or no chance of being blindsided by an opponent. Just don't sit here too long.

3 Rumble Zone

Don't let the layout of this level fool you; it can be hard to fight here if you don't know what's going on. **Stay near on the top half of the map,** as this is where all the good weapons are. This way, you'll be close enough to slip in for a health bonus if you need it.

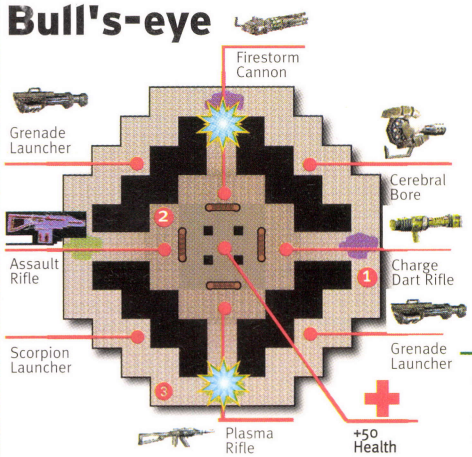


Hide here until the health reappears, then grab it.

Map Key

- Depressed tiles
- Ladder
- Elevated tiles
- Water
- Spawn portal
- Wall

Bull's-eye



-Level Strategy-

Since the layout is very symmetrical, you'll have a real easy time getting mixed up when you're in a firefight. Here are some helpful tips:

1 Entrance Tunnels

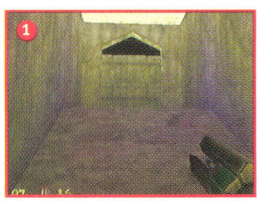
The only way to keep your bearings while playing this level are the **color-coded entrance tunnels.** You'll see that two of them are purple, and the other two are green. Use these along with what weapons you see to know your location and, more importantly, the location of others.

2 Weapon Pick-Up 101

There is a cool little technique to **pick up all the weapons quickly** on this level. Jump from ledge to ledge instead of bothering to climb up each individual ladder for the weapons. As long as you don't hit the wall and fall into the middle...

3 Rumble Zone

The key is to stay on the outside ring. Every time I went into the middle for weapons, I always sustained heavy damage. Not because the players were good, but because the combination of ladders and cliffs makes for a horrible battle ground.



Notice the purple tint on the entrance way.

Character Traits

Turok- Health 100. Turok has to be the most well-rounded character you can pick. No special bonuses, though.

Adon- Health 60. Very low health, but ultra-speedy. Fast health regeneration.

Gant- Health 80. Regenerates health slowly. He seems very susceptible to head shots because of his height.

Flesh Eater- Health 120. A bit slow, but otherwise well-balanced.

Sloth- Health 140. Highest health of the bunch. He is very slow, and his mass makes him a very large target.

Endtrail- Health 100. Great jumping ability. Decent speed.

Fireborn- Health 100. Immune to the firepits, this guy is key if you're playing those levels.

J. Fireseed- Health 100. He is an exact twin of Turok. Kickin' it with jeans and a tee, baby!

Armor Knight- Health 120. Lots o' health, but very slow. No special abilities.

Tal'Set- Health 110. Remember this guy? He's well balanced, but slow.

Raptor- Health 70. Can't use weapons, but is the quickest and highest jumping of the bunch.

-Level Strategy-

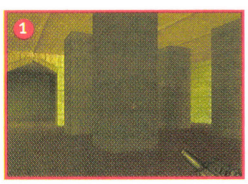
I like to keep my field of view clear at all times, and that is why I have trouble with this level. It is without a doubt **the most cluttered level of the bunch,** and it will invoke different styles of gameplay. No strafing here, because there is simply no room to do it. Forget about circling other players during team battles. This level is a nightmare, so have fun!

1 The Center Room Revisited

The center room is a danger zone. High traffic and **lots of lasers** whizzing around make it a little tough to hang out here...

2 End Platforms

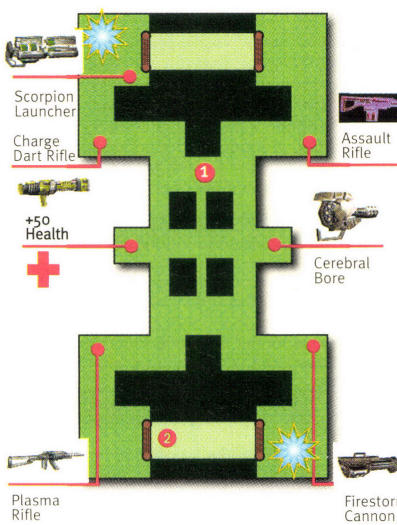
There are two elevated platforms, one on each end of the level. These are bad news. **Avoid them completely if possible.**



Don't hang out in here. Being the center of the level, along with all these pillars, doesn't make for a friendly area.

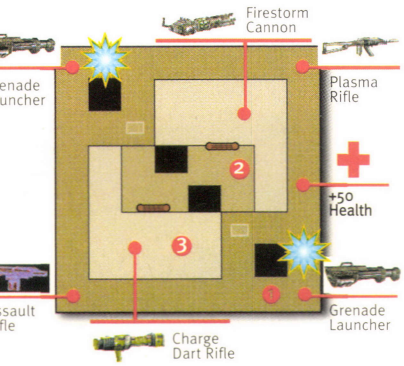
While it is possible to defend yourself up in these towers, it is highly improbable that you will do it for very long.

Crazy Eight



Multiplayer Tactics

Escheria



Level Strategy

This level is small, but it makes for a great speed match. The only awkward part about it is the height it offers. There are **tons of little nooks and crannies up top,** and they all have little holes that lead directly to the bottom. If you want a quick game with lots of little crevasses in it, this is your level.

1 Lower Floor

Stay in the outer lower hallway if possible. Going to the upper levels only means trouble, because of the obstructed views, ladders and so forth. **Stay on the bottom.** All the good items are down there anyway.

2 Capitalize This!

To be a good player, you should know when to take advantage of your opponent's mistakes. This level offers a lot of chances to really tick off your friends. If you notice that they are all standing in the lower portion battling it out, grab the grenade launcher and head for the highest floor. Get up top and **lob grenades into all the little holes** until you hear your friends start crying. Of course, they could just go up the ladder and kill you, right? There are many other examples on this level, so don't forget to use the height to your advantage.

3 The Health

Since the health is in such a high-traffic area, you can pretty much **forget about getting it** unless you're lucky, but you can try to guard it...

Try to stay in the main outer hallway as much as possible. All the good weapons are here, along with the health bonus too.

Settings

(1) Blood Lust (★★★)- Defined as classic deathmatching by most, this is the mode of play we spent the most time in. Keeps the levels fresh, and it will never get boring.

(2) Frag Tag (★)- This mode is definitely unique, and it is nothing like the Flag Tag Mode from GoldenEye 007. The object is to kill the player who has turned into the Monkey before he/she can get to a portal and tag someone else. It loses its steam after a few matches.

(3) Team Blood (★★)- Perhaps the most fun to be had in Turok 2 is with Team Blood. Here, you can set up team battles (2-on-2, or 3-on-1), and have some very interesting battles.

Player Speed	10	Time	10/15 m.
Crosshairs	On	Control	Arcade
Level	Variety	All Weapons	on
Texture	Variety	Quick Weapon	
Frag Limit	None	Select	on

Squares Cubed

Level Strategy

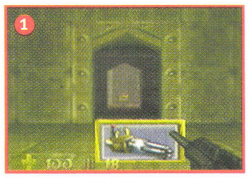
Squares Cubed is a fun level, though it can be hard when trying to coordinate team battles. Like Mirrorrorrim, this level is very symmetrical and doesn't have many landmarks.

1 Looping

Of all the levels in the game, this one offers you the greatest chance to fully utilize "looping." By looping, you'll usually just run a set course through all the good items and never stop. Since the level is one floor (you can easily avoid the ladders by going to the upgrade on the other side), your character movement should be uninterrupted. By doing this, you'll not only have a constant supply of weapons and health flowing in, but you'll make yourself a moving target. Others will lose track of you, enabling you to exploit their mistakes.

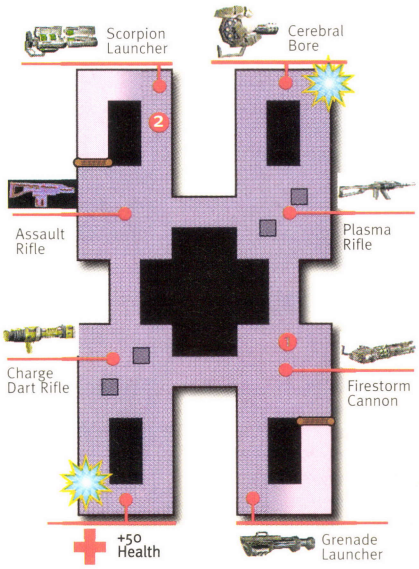
2 Guarding the Goodies

If you choose not to pick the first style of fighting, why not consider this one? Since the Assault Rifle and Scorpion Launcher are right next to each other, try guarding that area. You'll have both of the best multiplayer weapons, but no one else will!

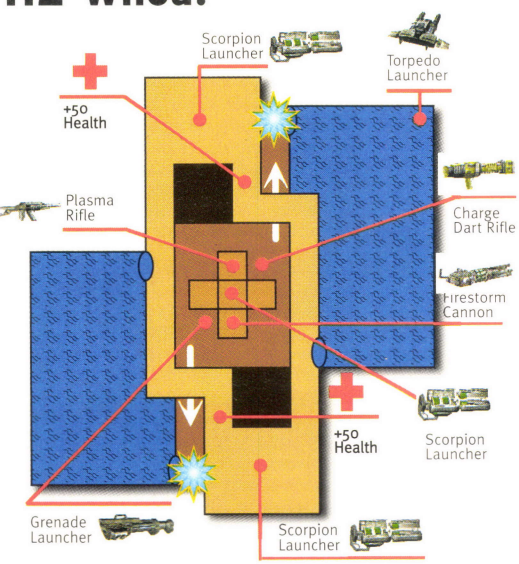


This is the best level to fully utilize looping. Run from hallway to hallway and grab weapons and health, but don't stop!

Notice that the Assault Rifle and the Scorpion Launcher are right next to each other? Now you know where to do your guarding...



H2 Whoa!



Level Strategy

There are several multiplayer maps with water in them, but this one is the best.

1 Multifloor Mayhem!

This map has four (or five, depending how you look at it) floors, each representing advantages and disadvantages. The upper floor is water, therefore limiting your weapons to the Harpoon and the Torpedoes. The lower floors are for straightup brawling (I prefer a stand up fight to a bug hunt...), and there isn't much hiding or lurking the players can do there. **I recommend staying low** when you want to rack up frags, but if you're low on health, the upper floor is where you'll want to be.

2 Swim with the Fishes

When swimming, there are a few key things to note. It seems that when dueling in the water, the only thing people can be better at is aiming. The control is really hard to deal with, and you'll only end up getting confused if you stay underwater. **Make sure to get the Torpedo Launcher if you plan on staying down here often.** Also note that you can only stay under for about 30 seconds before you start losing energy; then you have to come up for air.

3 What the...?

Note that when you're outside the water entrances, **you can't shoot people that are inside the water.** Grenades and Rockets do a little damage, but nothing substantial.

Don't plan on dueling without the Torpedo Launcher!

Turok vs. Bond

How does Turok 2's Multiplayer Mode stack up to GoldenEye 007's? It doesn't quite hang, so let me tell you why. While Turok is still fun to play, it fails to bring that overwhelming joy that 007 did. The levels are too small in Turok. They needed some bigger ones like "Egyptian" from 007. Also, the weaponry wasn't nearly as cool. What's the big deal with those fancy lighting effects and that tacky laser weaponry? Gimme an AR-15 and some grenades and I'll kick some butt! Call me old fashioned, but I'll take GoldenEye any day of the week over this ram-packed wonder. (Info from a duo who have played more Turok and GoldenEye than anyone else around these offices combined.)

Episode Walk-through, Multiplayer Tactics

XG Staff Strategy

This game is an excellent buy for *South Park* fans. The voice samples, graphics and gameplay are done extremely well, although the game itself is a bit repetitive and dry. Instead of incorporating more mission-based levels, they decided to make this game very "Doomish" (run around and kill everything). The game's strong points obviously lie in its humor and that it uses the Turok 2 multiplayer engine.

This strategy includes a walk-through for each of the five episodes, detailed weapon and item lists plus some tactics for multiplayer deathmatching. We had most of our fun playing the Multiplayer Mode, and once all the cheats became available, it was all but over. There are actually more cheats than the ones listed below, but they are mostly for individual characters (for multi), and the "All Characters" code will take care of that.

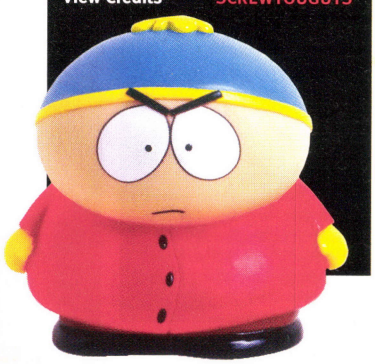
Database

time to complete	8-10 hours
difficulty	moderate
South Park fans	must buy
best feature	stupid humor
worst feature	repetition
should've had	more objectives
system	N64
publisher	Acclaim
developer	Iguana

Cheats

Below are all of the best cheats in the game. If you're having trouble (you probably will), use 'em!

All Characters	OMGTKKYB
All Weapons	FATKNACKER
Big Head Mode	MEGANOGGIN
God Mode	ASSMAN
Level Select	THEEARTHMOVED
Master Cheat	BOBBYBIRD
Unlimited Ammo	FATTERKNACKER
View Credits	SCREWYOUGUYS



Weapons List

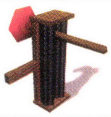
The weapons are damage percentages (one shot) for both the standard and **powered** versions. To equip the powered version, simply press any direction on the D-pad. *(Note: Some weapons do not have powered versions, and some are multiplayer only.)*

Damage: 2 / 5

Snowball: This is your standard weapon you'll never run out of. They do less than par damage, and we don't recommend using them unless you're completely out of everything.
Pissball: The powered-up version of the standard snowball, this one takes a bit longer to charge. Decent power.

Damage: 5 / 15

Dodge Ball: The basic power-up weapon, the Dodge Ball can rebound and hit an enemy more than once.
Lightning Ball: Ultrapowerful and a decent rate of fire. It is the dream weapon for fighting "tanks" and other such Boss enemies.



Damage: 8 / 24

Toilet Plunger: This thing is difficult to handle. It requires you to be dead on with your aim, and it doesn't fire very fast either. Make sure to pick up your shots after you shoot them.
Plunger Spread Shot: Just a high powered version of the regular, although it uses three shots instead of one.

Damage: 1 / 30

Foam Dart Launcher: They shoot in bursts of seven, so control your ammo accordingly. Although the weapon is weak, it does have a high rate of fire.
Foam Bazooka: You must crank this up four times before shooting. Hard to use, but good damage.

Damage: 70

Super Sniper Chicken: This one only has one version of its attack, although you can zoom in with it if you use the D-pad. Similar to a sniper rifle, this weapons allows you to pick away at enemies from long distance. Who's gonna argue with 70 damage?

Damage: 1-50 / 1-50

Terrance and Philip Fart Doll: The damage on this one fluctuates depending on how long the enemy stays in the gaseous cloud.
Proximity Fart Bomb: Like a proximity mine, this one only explodes when enemies are near it.

Damage: 100!

Cow Launcher: When you lock this on to an opponent's head, it will do an amazing 100 damage, knocking him out or killing him. A great weapon if you can get it to lock on. If not, it still offers splash damage when the cow explodes on impact.

Damage: None

Alien Dancing Gizmo (multi only): This comical weapon doesn't do any damage to enemies, but it does make them dance. It can be compared to a confusion weapon in other games. Hit 'em with this, then bring out the big stuff while they're confused.

Damage: 15 / 25 / 80

Dr. Mephesto's Warpo Ray: There are three types of ammo.
1. The Piranha Launcher: Decent beam, although it's not very easy to hit enemies with it.
2. **The Animal Warper: Turns enemies into animals for a short period of time.**
3. Shrinkola: 80 damage? 'Nuff said!

Items and Power-Ups List

Effect: +Health

Snacky Cakes/Cheesy Poofs: You can find these in small-, large- and jumbo-sized boxes. Depending on the size, you'll earn health back. You get 10 for the small, 30 for the large and full health for the jumbo boxes.

Effect: Invincibility

Weight Gain 4000: When you find this, you'll be temporarily invincible. It won't last long, and you won't find these too often. An added bonus allows you to crash through buildings as long as it is still affecting you.

Effect: Armor

Football Pads: These can offer different amounts of armor, varying from 10 to 50 points. However, your armor will be decreased before your health is, so you should always go the extra mile to pick this stuff up.

Effect: 2x Fire Rate

Lightning Bolt: One of the best items around, this will give you twice the rate of fire on any weapons you currently have. However, the game never seems to give them to you when you need them the most, and they don't last very long either...

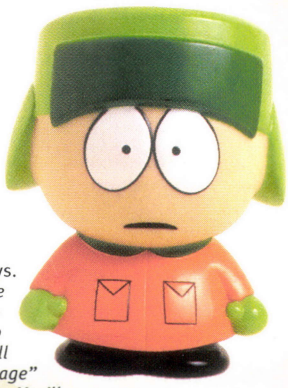
Effect: Shield

Mr. Hankey Attack Turd: What would a South Park game be without the ever popular Mr. Hankey. Working as an attack shield, he will splatter all opponents who come close to you with...poop.

Effect: Speed Up

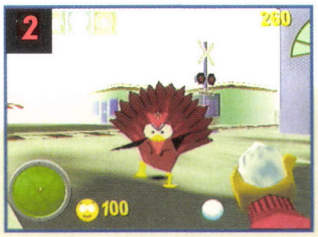
Zipp Cola!: Appearing only as you need them (usually to jump a huge gap somewhere), these increase your speed. If you see one laying around, make sure you check for hidden out-of-reach areas.

Episode 1: Turkey Hunt



Enemies: Minion Turkeys (3 snowballs); Tank Turkeys (30 snowballs); Turkey Leader (a lot of snowballs...)

Part One: Faire Game



Mission Objectives
- Locate all three friends
- Eliminate all Minion Turkeys

Walk-through

All of the missions in South Park are very straightforward. For the most part, it's just finding your friends, killing all the annoying enemies and getting the heck out of there.

1. First, you'll want to find the other three friends who are scattered throughout the first few areas. Not hard, just a pain because of all the Minion Turkeys that keep attacking you.
2. You'll kill 50 to 75 of these things depending on how long it takes you to get to the finish line. For the most part, your standard snowballs work best because of their high rate of fire.

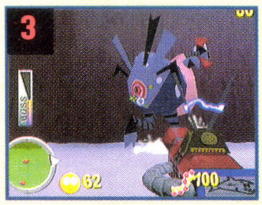
Part Two: Turkey Shoot

Mission Objectives
- Find all three friends
- Learn the Secret from Chef to destroy the Tank Turkeys
- Eliminate all Minion, Variant and Tank Turkeys

Walk-through

1. First, you'll want to find the other three friends who are scattered throughout the first few areas. As with the first level, they'll be scattered very close to your starting position. (You'll hear them calling your name.)
2. You'll want to swing by Chef's place (the big love shack with all the crazy colors), and talk to him about fighting the Tank Turkeys. *(Note: For each level in South Park, there will be some sort of "Tank" enemy. There will always be a set number of tanks for each level, but you are not required to kill each one before exiting. If you don't manage to kill them all, you'll have to complete a sort of "Penalty Stage" where the remaining tanks will be destroying the town. You'll have a limited amount of time to kill them, and it's best to avoid these battles if possible.)*
3. Once you know what to do, it's just a matter of trotting through the level and bashing all the turkeys to bits. Use Lightning Balls on the Tank Turkeys, as they do 30 damage per hit.

Part Three: Search and Destroy



Mission Objectives
- Destroy all Turkeys and Tank Turkeys
- Find and clear out Turkey Lair
- Locate and destroy the Turkey Leader

Walk-through

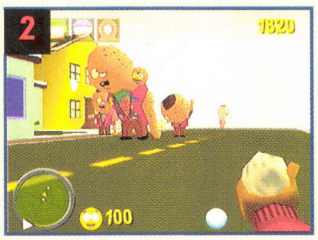
1. Again you need to find your pals. Before you start out, Chef will give you the secrets on how to deal with the Boss in this area (he's not too hard).
2. Once inside the Turkey's Lair, check all small passages for health and extra weapons. Toilet Plungers and Foam Dart Gun rounds are everywhere. After killing all the Tank Turkeys, you'll be in the final room...
3. **Boss #1: Turkey Leader/Difficulty: Moderate**

This guy is too big to be any real trouble, but he can hit you with all sorts of attacks. There are two weak spots on this guy: his head and his butt. Hitting him on the head will get you nowhere, as the damage inflicted is almost nil. So you'll need to hit him on his bull's-eyed rump to do any real harm to him. After a lot of damage, he'll retreat and attack the town. Defend it by using the same tactics, and he's beaten for good.

Episode 2: A Clone of Your Own

Enemies: Minion Clones (5-6 snowballs); Variant Clones (7-8 snowballs); Tank Clones (30 snowballs); Clone Boss (a lot of snowballs)

Part One: There Goes the Neighborhood

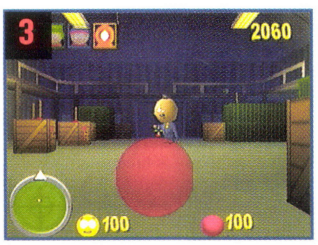


Mission Objectives
- Locate all three friends
- Prevent Tank Clones from reaching school
- Eliminate all Minions and Tank Clones
- Reach the Warehouse District at the end of town

Walk-through

1. Like the last level, you'll need to find your friends before moving on. They are close to the start, so it won't be too hard.
2. You'll need to stop all the huge Tank Clones from getting to the warp by the school. Each one that successfully makes it to this portal will be teleported into the "Penalty Stage" for you to fight. The fewer that go through, the better. It's best to just pound on the Tanks, and avoid the little Minions they spawn. Dodge the snowballs with strafing if possible.
3. Take care of whatever lurkers are around. You need to kill a certain amount before the next group comes out.
4. Once you reach the Warehouse District, you'll talk to Chef in his station wagon. You'll now progress to part two...

Part Two: Warehouse Run

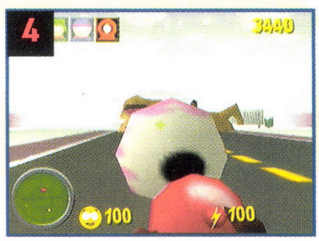


Mission Objectives
- Locate all three friends
- Prevent Tank Clones from reaching police blockade
- Eliminate all Minion and Tank Clones
- Explore each Warehouse, find Evil Machine

Walk-through

1. You need to find all three friends. They are close by.
2. As you progress through the level, you'll notice a lot of Tank Clones all over the town. Don't let too many get past you. Although it may seem difficult, here is a key tactic to deal with the Minions they spawn: **Circle Strafing. Like in any first-person shooter, strafing is key.** You need to circle around enemies instead of trying to take them head on. It works a lot better for dodging projectiles. These guys have horrible aim, but they can still connect.
3. Get rid every last one of them and...
4. Once you're at the end of the last warehouse, you'll see a shiny green door. Jump in the door and fall into a room. There will be an Evil Machine (don't worry, it won't attack you) in the room you'll need to destroy.

Part Three: Mother's Loving Spoonful



Mission Objectives
- Locate all three friends
- Eliminate all Minions, Tank Clones
- Battle your way to the Art Museum
- Defeat and eliminate Mother Clone

Walk-through

1. Locate all three of your friends who are nearby.
2. It won't take long to clear them out as each individual warehouse door will open in succession, letting out hordes of Tanks. When you notice the little "Door Opened" icon up the right-hand corner of the screen, look for a new warehouse that's opened. Stand right outside the door and let your stockpile of Dodge Balls loose! They'll bounce around like crazy inside, killing most of the little Minions.
3. After opening all the doors, you'll have to run over to the two S.W.A.T. trucks parked outside the Art Museum.
4. **Boss #2: Clone Boss**

The Clone Boss isn't too difficult! It's bulging eye is its vulnerable spot, so exploit the situation by pummeling it with your Lightning Balls. A few well-placed shots and the Boss is finished.

Episode 3: Close Encounters of the Bovine Kind

Enemies: Minion Cows (5-6 snowballs); Minion Visitors (5-6 snowballs); Visitor Tanks (Flying Saucers) (30 snowballs); Flying Visitor Commander (5-6 snowballs)

Part One: The Visitors Return

Mission Objectives
- Locate your three friends
- Head to UFO sighting spot, up in mountains
- Stop Tanks from getting to town

Walk-through

1. Find your friends who are around the starting area.
2. Find the UFO area after you talk with Chef. He'll point you in the right direction. Follow the arrows and continue on until you start seeing flying Alien Ships.
3. You'll need to take care of only a few Visitor Tanks in this level. The few that are here are tough, so use Lightning Balls to take down their health quickly.

Part Two: The Road to Craterville

Mission Objectives
- Locate all three friends
- Make your way to Craterville, search Mothership
- Stop the 18 Visitor Tanks

Walk-through

1. Locate your friends quickly!
2. As you progress to Craterville, you'll encounter several variants of the Minion Cows. These are the most annoying enemies so far, and they can do considerable amounts of damage to you very quickly. You have to use the "Run Backward" technique while fighting them.
3. There are actually 18 Visitor Tanks on this level. You'll be poundin' 'em for a while, so don't get nervous if the final exit door won't open right away.

Part Three: One Mother of a Ship

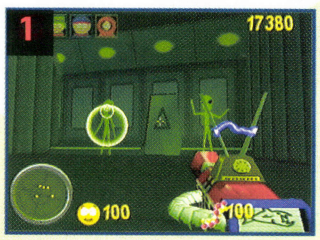
Mission Objectives
- Locate all three friends
- Eliminate Visitor Guards, enter Mothership

Walk-through

1. Find your friends who are scattered around in this level.
2. The Visitor Guards are a pain to deal with because their cheap beams.

Remedy: Use the Super Sniper Chicken successfully and pick away from long range. Don't fall off the top ledge where you pick it up, though. Once you fall down in the center, you're in big trouble...

Part Four: Blow the Core



Mission Objectives
- Take care of all Visitor Guards
- Make your way to central core, destroy it

Walk-through

1. Before blowing up the central core inside the Mothership, you'll need to take care of a virtual army of Visitor Guards. After downing them and getting to the last room, you will face the core.
2. **Boss #3: Central Core Boss**

Difficulty: Easy

It can only hurt you with the electric beams. They will easily hit you, but it won't matter. If you made it into this room with over 50 health and five Piranha shots, you're fine. Blast off the Piranha shots at the core's base to destroy it.

Episode 4: Something Wicked this Way Clunks

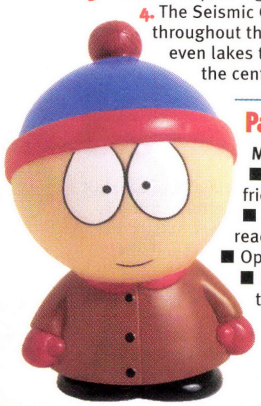
Enemies: Minion Robots (5-6 snowballs); Variant Robots (7-8 snowballs); Tank Robots (30 snowballs); Giant Robot (a lot of snowballs)

Part One: Seismic Rumble

Mission Objectives
- Locate all three friends
- Prevent Tank Robots from reaching town
- Eliminate all Minions, Tank Robots
- Battle your way to the Seismic Center

Walk-through

1. You will need to find your pals before continuing in the game.
2. Just as with previous missions, you'll want to try to stop as many Tank Robots as possible from reaching the town. The best idea is to equip your Lightning Balls and use their ultrahigh rate of fire to crush your enemies.
3. Clean 'em up, and get rid of as many as you can.
4. The Seismic Center is easy to find. There are signs pointing to it throughout the level. You'll go through some snow fields, tunnels and even lakes to get to it. When you finally get there, you'll see a short of the center blowing up.



Part Two: Militia Madness

Mission Objectives
- Locate all three friends
- Prevent Tanks from reaching Militia Camp
- Open all doors
- Fight your way to the Militia Camp

Walk-through

1. First and foremost, grab your buddies.
2. You'll need to work your way toward the Militia Camp as quickly as you can. There are a lot of Robot Tanks to destroy here. Hard to deal with because of the bouncing beams, the Minions are best hammered with power weapons like the Super Sniper Chicken or the Lightning Ball.
3. Work your way through all the big chicken doors...
4. Fight your way to the Militia camp. Once you arrive after navigating through all the mazes and the doors, you can progress to the next area.

Part Three: Nuts and Bolts

Mission Objectives
- Locate all three friends
- Eliminate all Minions, Tank Robots
- Battle your way to the Robot Factory
- Defeat and kill Giant Robot

Walk-through

1. Grab your three buddies.
2. Again, you're going to have to do battle with some of the toughest enemies around, the Robots. When they hit you with the bouncing beam, they can disorient you by launching you backward. The best remedy against this is to let your controller go free when you get hit. This will prevent you from getting confused even more.
3. Follow all the arrows and work your way to the factory, which is actually the warehouse from episode two. Once inside, you'll need to clear the assembly line robots before you can move to the next room. Make sure to get all of them, or the door won't open.
4. **Boss #4: Robot Boss (Mr. Hat's Evil being)/Difficulty: Moderate**

It's odd seeing Mr. Hat inside that huge robot, but you'll need to kill it. The best weapon to use is the Super Sniper Chicken. Don't forget to circle strafe if you get low on health, and use the run-'n-shoot technique. Don't make yourself a sitting target for his barrage of attacks.

Episode 5: Some Disassembly Required

Enemies: Evil Toys (5-6 snowballs); Variant Evil Toys (5-6 snowballs); Jack-in-the-Box Tanks (30 snowballs); Ultra Mega Man (too many snowballs to count)

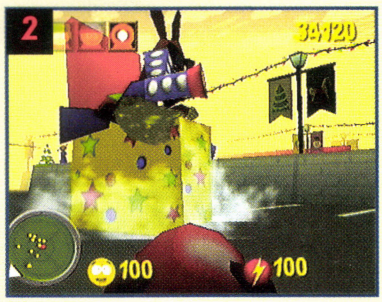
Part One: Toy Rampage

Mission Objectives
- Locate all three friends
- Eliminate all Evil Toys, Jack-in-the-Box Tanks
- Make your way through the Toy Store parking lot

Walk-through

1. Find all your buddies, then head through the multitude of Evil Toys.
2. First, you'll face the Tanks and puking dolls. Both are a real pain because of their small size and their projectile weapons. Use weapons with one-hit kills like the Lightning Ball. The Jack-in-the-Box Tanks are also tough, but you'll get the hang of them quickly by using the circle strafing and the run-'n-shoot techniques.
3. Once you get to the Toy Store parking lot, you'll be able to go to the next level.

Part Two: Parking Trouble



Mission Objectives
- Locate all three friends
- Eliminate all Evil Toys, Jack-in-the-Box Tanks
- Make your way through the Toy Store parking lot, again

Walk-through

1. Get all three friends first, then...
2. These Jack-in-the-Box Tanks are tough. They shoot a barrage of flying ping-pong balls every which way, and the only weapon that truly causes them damage is the Super Sniper Chicken. Unfortunately, there aren't many Sniper Chicken bullets laying around, so you'll have to make 'em count.
3. Make your way through the long zig-zaggy parking lot. You'll fight a lot of the smaller toys, but not too many Tanks. The Dolls will be sitting up on the barriers puking down at you, so take care of them as soon as you can. The Toy Tanks will be rolling around everywhere (look in corners for the extra ammo you'll need), so watch them as well. The planes don't come around too often, but when they do, have the Foam Dart Launcher ready.

Part Three: Batteries Included

Mission Objectives
- Locate all three friends
- Eliminate all Evil Toys, Jack-in-the-Box Tanks
- Destroy Ultra Mega Mega Man

Walk-through

1. Get your buddies for the last time!
2. You'll have to go through about four or five little toy rooms before you get to the final Boss. Tanks and a variety of small Evil Toys will be In these rooms. Only blow up what's necessary to get to the next room, and no more. You'll need all the ammo you can horde for the Ultra Mega Mega Man.
3. **Final Boss: Ultra Mega Mega Man/Difficulty: Hard**

This guy is the hardest Boss in the game, and you'll need a stockpile of ammo to beat him. Make sure to pick up the Football Pads in the room before you fight him if you want a chance. Otherwise, it's just stick and move. Circle strafe and shoot him with Lightning Balls over and over. The Fart Dolls are the best against him, although it's highly unlikely that you will have very many of them. He can recharge himself with the energizer in the corner, so don't let him stay on it for long. Use the Super Sniper Chicken to stop the charge. Keep at it and you're done!

Multiplayer Mayhem!

Snowballs aren't that great in multiplayer. You'll need to find other power-ups quickly if you want to compete seriously.

Like Turok 2 and GoldenEye, circle strafing is key. Most of the projectiles are very slow and can be easily avoided, but do it anyway.

A Little Lesson...

When you first start, you'll only have the four main South Park characters playable. As you progress through the levels, you'll earn a multitude of cheats that unlock all the other characters in the game. Check this month's Tricks of the Trade for more info, or just use the "All Characters" cheat on page 66.

Hey! It's Just Like Turok 2!

Check this month's guide on Turok 2 to get the full story on all your multiplayer tactics. South Park uses the same engine, so you can apply most of the Turok techniques when playing this game as well!

(1) **Circle Strafing:** Probably the most important element of deathmatching is learning to circle your opponents while attacking them. Just like in Turok 2, you can actually make yourself a moving target and still have accuracy. Get proficient at it.

(2) **Weapon Usage:** Since the gaming engine of South Park and Turok are identical, the only feature that varies are the weapons. They really made it so you have to be dead on with your aim. The "sweet spots" on the characters aren't that big, the weapons don't have much spread either, and most every weapon is notably slower. The projectiles slowly enough that a seasoned player can avoid them with ease!

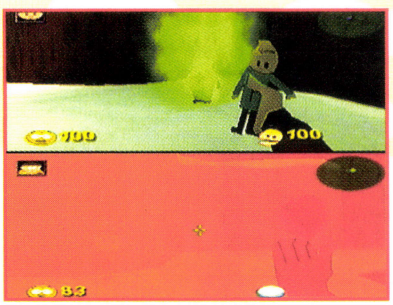
Multiplayer Weapon Ratings

Just because a weapon is good in Single-player Mode doesn't make it the king of multiplayer weaponry!

Weapon	Rating	Damage
Snowball	poop!	very low
Pissball	*	low
Dodge Ball	*	low
Lightning Ball	***	high
Toilet Plunger	poop!	very low
Plunger Spread	*	average
Fart Dolls	***	good
Fart Proximity Mine	*****	good
Foam Dart Launcher	***	average
Foam Bazooka	*	good
Alien Dancing Gizmo	*	n/a
Super Sniper Chicken	***	great
Warpo Ray	***	great
Cow Launcher	***	great

Multiplayer Level Chart

Level	Rating	Items?	Size
Dugout	**	Lots	Medium
The Hill	**	Sparse	Small
Neighbors	***	Lots	Large
Crater Fort	*	Enough	Medium
Splash Tower	**	Sparse	Small
Cabin Fever	*	Sparse	Small
The Ravine	**	Sparse	Small
Badlands	****	Lots	Large
The Dam	***	Enough	Medium
Badlands 2	**	Enough	Medium
Warehouse	*	Sparse	Small
UFO Core	***	Lots	Large
Gym Class	**	Enough	Medium
The Plant	*	Sparse	Small
Toy Store	*	Sparse	Small
Factory	*	Sparse	Small
Ware War	***	Lots	Large



Weapons like the Fart Dolls are great because of their cumulative damage. The thick gaseous cloud lingers around for at least 10 seconds, so take advantage of it!

EXPERT GAMER
Rogue Squadron
"Many *Star Wars* fans long for the opportunity to fly any of the Rebel Alliance's fighters, and now they have the chance to pilot five of them (plus two secret crafts!). The level of detail, with and without the memory enhancement, is incredible! The turrets on the fighters actually swivel and the soldiers on the ground stop and target before they fire. In addition to this realism are 19 truly challenging levels filled with replay as you go for the gold! An immersive title that truly puts you in *Star Wars* universe."
Howard Grossman – Editor in Chief
EXPERT'S CHOICE
AWARD

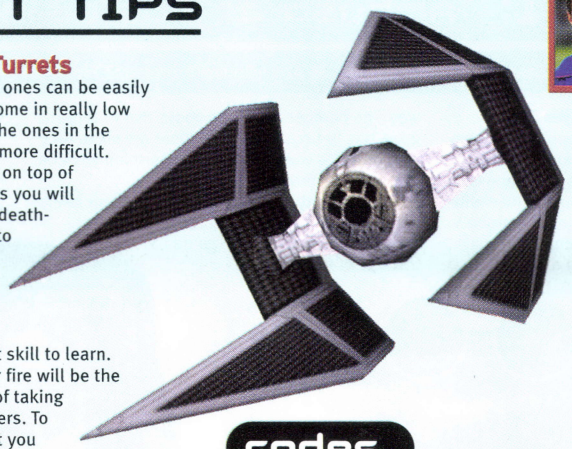
GENERAL FLIGHT TIPS

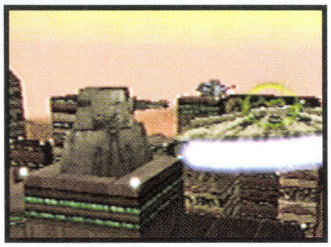
Turn and Brake
To focus your fire on a target, you will need to stay in the area. A quick boost once you pass your target, followed by a hard turn with the brake on, can set you up for another good run.

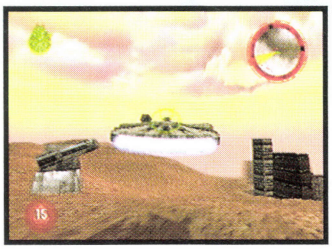
Missile Avoidance
Early on missiles will become the dread of the game. In the Raid on Sullust your greatest threat will be from the missiles. There are no truly effective ways to dodge missiles, but here are a couple of suggestions that may save your butt a little when missiles are flying: First, you can shoot missiles down. This method is only really effective when they are coming straight at you, though. You can try to hug the hills of the level you are in—this will sometimes cause the missile to fly into the land. Or you can try to outrun them. This is only really an option with the X-Wing, A-Wing and V-Wing. It's not as effective but it can work. Listen to the beeping sound in the background—the faster the beep, the closer the missile is.

Turbo laser Turrets
The ground-based ones can be easily destroyed if you come in really low and shoot them. The ones in the sky level are a lot more difficult. Their blind spot is on top of them, which means you will have to execute a death-from-above move to avoid getting hit.

Learn to Lead Your Target
This is the hardest skill to learn. Leading your laser fire will be the most crucial part of taking down enemy fighters. To get an accurate hit you will need to make a general judgement call of your enemy's distance and speed. This is a skill that requires practice, so be patient.







codes

As of this printing there are a ton of codes available for the game. Here are a few really cool ones below, and you can find the rest in the Tricks section of the magazine. All these codes need to be entered at the Password Option.

FARMBOY - Unlocks the Millennium Falcon. You can use it in any mission that doesn't require another fighter.
IGIVEUP - Gives unlimited lives.
CHICKEN - Lets you play as an AT-ST in a small bonus level.
MAESTRO - Opens up the Showroom Option and lets you listen to all the music in the game.

XG Strategy
by Scott Augustyn

If you enjoyed the first level of Shadows of the Empire, you are going to love this game. Rogue Squadron takes all the fun from that first level and magnifies it by adding mission variations, more fighters, medals to earn and secrets to discover. The game itself is pretty easy until you get toward the end, when it increases dramatically in difficulty.

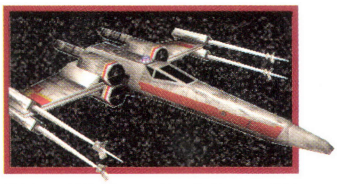
As you complete the missions and climb through the ranks, more ships will become available in the previous missions. With these ships it will be easier to get a good medal.

In this guide I will take you through mission by mission and inform you how to get through each. I will also tell you how to get the gold medal, the hardest one to earn.

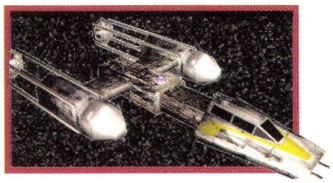
Database

time to complete	25 hours
challenge	moderate to hard
best mission	Battle at Hoth
best fighter	V-Wing
system	Nintendo 64
publisher	LucasArts
developer	Factor 5

THE ALLIANCE SHIPS

X-WING


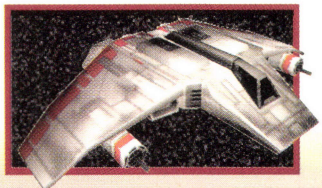
This craft is the perfect balance of firepower and maneuverability. Change the cannons to four shot if you need power or single shot if you need precision. Close the S-Foils to get a very good speed boost, but you will need to open them in order to shoot your guns.

Y-WING


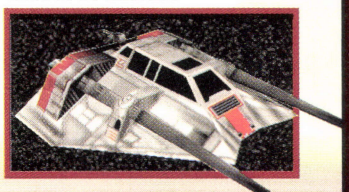
A very slow but extremely well-armored ship. This ship performs all of the bombing raids. Be very careful when bombing, though. If you are too close to the ground when the bomb hits, you will destroy yourself. Keep your speed up and lasers hot to make it through any mission with this ship.

A-WING

The fastest fighter available but also the weakest. Speed is the main weapon for this fighter—use it to race away from danger, or bring the laser blasts to the enemy quickly. The concussion missiles lock on quicker than the proton torpedoes. A quick turn-rate can also get you behind enemy fighters fast.

V-WING


Fast and powerful, the only drawback is the lack of shields on the ship. If you collect the Seeker-cluster Missiles power-up, though, it's undoubtedly the strongest ship in the game. Use the Cluster missiles to saturate an area to destroy all the visible enemies.

SNOWSPEEDER


A slow-moving vehicle, it has more armor than all the other ships except for the Y-Wing. Use the tow cable to take out any AT-ATs. When circling an AT-AT try to keep yourself nice and steady by holding the stick to the side. Keep in mind the height restriction on this craft...you can only go so high.

BONUS POWER-UPS

These power-ups will increase the effectiveness of your fighters and make it easier to get medals. The power-up locations will be shown on the map of the missions that have them. Finding these power-ups will also be crucial to getting a gold medal in the level.

The key to finding these power-ups is to watch what you destroy. Likely places for a power-up are out-of-the-way buildings or lone troops. You need to fly through the power-ups and finish the mission to get the benefit of the upgrade.

Here is a quick reference list of the power-ups and their mission locations:

Mission 4 - Defection at Correllia has advanced proton torpedoes
Mission 6 - The Jade Moon has advanced shields
Mission 7 - Imp. Construction Yards has Advanced Bombs
Mission 10 - Prisons of Kessel has Seeker Missiles
Mission 11 - Battle Above Taloraan has advanced lasers
Mission 12 - Escape from Fest has Seeker Torpedoes
Mission 13 - Blockade on Chandrilla has Advanced Bombs
Mission 14 - Raid on Sullust has Seeker Torpedoes
Mission 15 - Moff's Seerdon's Revenge has Seeker Cluster Missiles

Powers-ups can usually be found in very hard-to-reach places. Be sure to check everywhere.

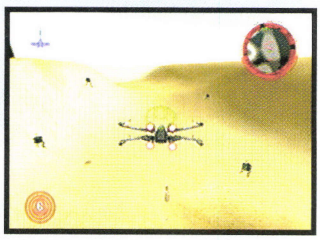
Mission 1: Ambush at Mos Eisley

■ Mission Difficulty: Low ■ Starting Craft: X-Wing ■ Any Hidden Power-up? No

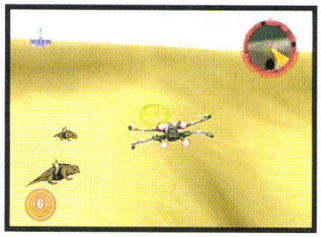
This mission gives you two objectives: First, destroy all the probe droids threatening the homesteaders. Second, destroy the TIE bombers that are bombing Mos Eisley. The mission is very easy to go through the first time, and you should easily be able to get a silver. When targeting the probe droids be sure to put them in the center of your crosshair, then fire—you should get a solid hit that way. The bombers will take about two or three good hits to take down, and there are six to take care of. Once you beat them the mission will end and you will move on to the next.

To get the gold: You need to be quick. The key is getting enough kills. To get the necessary kills you will need to go off to the side of the map and destroy a couple of Stormtroopers on Dewbacks and a couple on the ground. You will have to do this quickly to get back and finish off the rest of the Imperials without losing any friendlies.

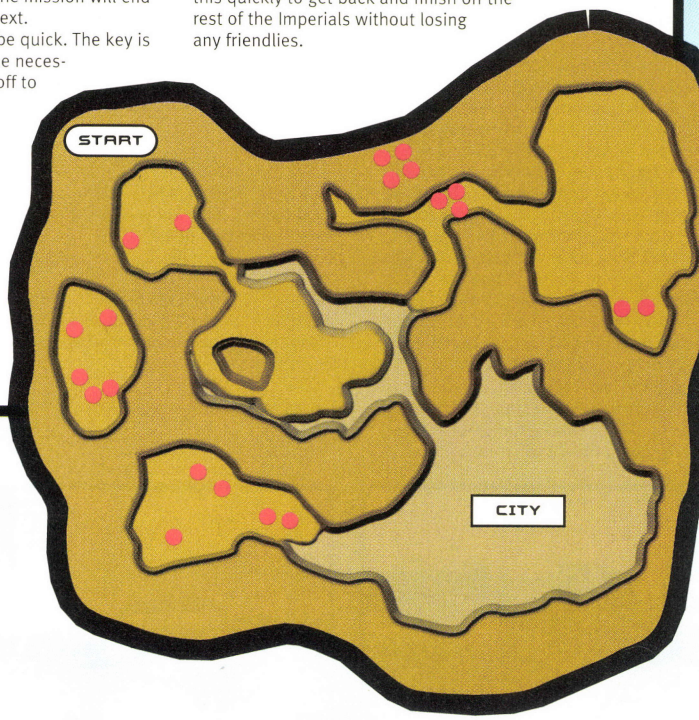
Medal Requirements			
Time:	5.00	4.00	3.00
Kills:	27	27	31
Accuracy:	5	10	15
Friendly Saves:	45	49	50
Bonuses:	0	0	0



Line up each droid in the center targeting reticles to score a hit.



A couple extra kills can be taken from these Dewback Stormtroopers.



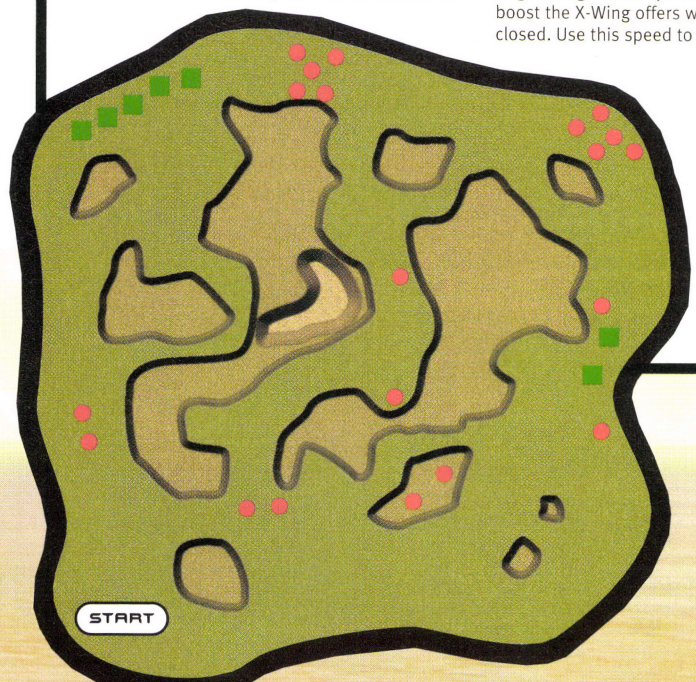
Mission 2: Rendezvous on Barkhesh

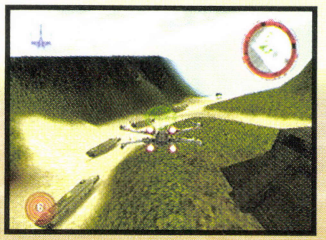
■ Mission Difficulty: Low ■ Starting Craft: X-Wing ■ Any Hidden Power-up? No

Take out the probe droids in the start of this mission with the same speed and aiming that you did the last time and you'll get a good start. Keep up with and a little ahead of the convoy to take out the AT-STs that are on the path to the shuttle. The bombers at the start will come from behind the convoy, but once you get out of the valleys, they will start to come from the front of the convoy.

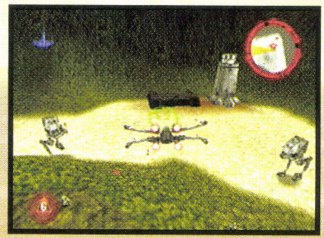
To get the gold: To get the time and kills necessary to get the gold here you'll need to utilize the speed boost the X-Wing offers when it has its S-Foils closed. Use this speed to blow past the convoy at the start and take out some of the AT-STs early on. To get the kills, you will need to go up higher and take out some turbo lasers, then go to the far edge to kill a small Imperial base. There is also a small extra convoy in the northeast corner that if saved will provide a couple extra friendly saves.

Medal Requirements			
Time:	5.75	5.75	5.75
Kills:	20	25	30
Accuracy:	20	30	40
Friendly Saves:	5	8	19
Bonuses:	0	0	0





You will need to protect the convoy to get the gold.



You can get five extra kills from this base in the northeast corner.

MAP KEY ● = Enemies ■ = Friendlies

mission 3: the search for the Nonnah

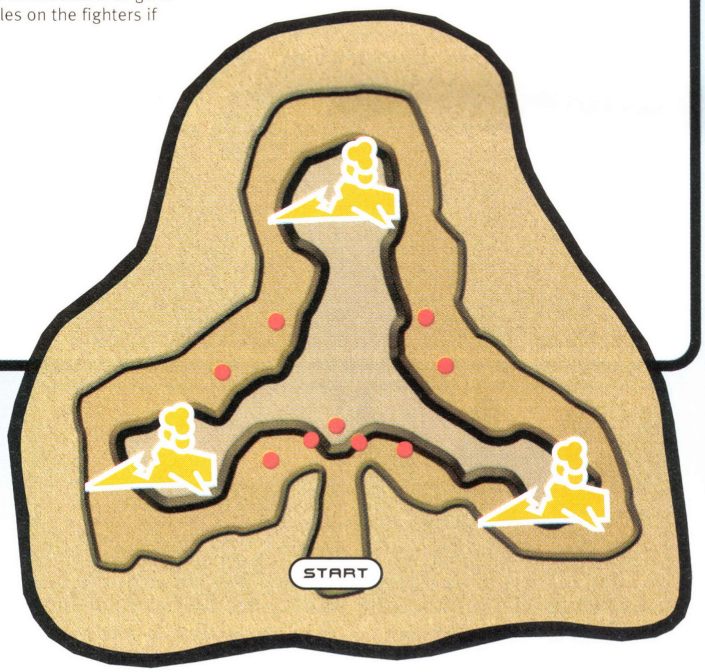
■ Mission Difficulty: Low ■ Starting Craft: A-Wing ■ Any Hidden Power-up? No

Another pretty easy mission. Fly down each valley until you either find the Nonnah or it reports that it is under attack. The enemy shuttle that will come down will drop out two waves of troops. The first wave will be when the shuttle just arrives and the second after the TIE-interceptors and bombers arrive. The bombers are the priority for kills—they will be the ones that destroy the Nonnah if you let them. If you hold the brakes down you can easily fly right behind them and pick them off. The TIE-interceptors can be more problematic. A prolonged dogfight with them, though, will not help you get the kills you need to finish this mission with gold. Try to use concussion missiles on the fighters if you have any left.

To get the gold: The hardest part about getting the gold is the number of kills. Try to destroy as many probe droids and fighters in the beginning as possible.

Medal Requirements			
Time:	10:00	10:00	10:00
Kills:	20	30	38
Accuracy:	10	15	20
Friendly Saves:	1	1	1
Bonuses:	0	0	0

Kills are the crucial stat to getting the gold medal. Kill everything!



mission 4: defection at corellia

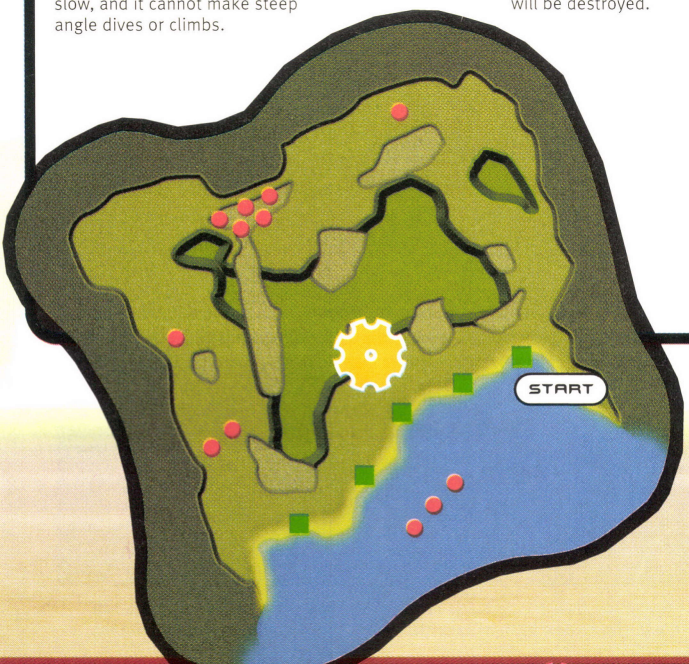
■ Mission Difficulty: Low ■ Starting Craft: Snowspeeder ■ Any Hidden Power-up? Yes

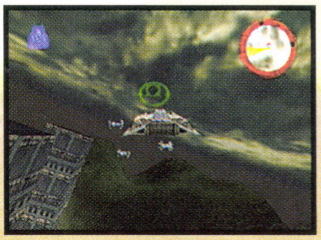
The difficulty is still pretty low, but it's starting to ramp up a little. If you have improved your target-leading skills you should be able to breeze through this. When flying this mission remember the limitations of the Snowspeeder: It cannot go very much higher than the land you are crossing, it is slow, and it cannot make steep angle dives or climbs.

When the attack begins in earnest concentrate on the vehicles and not the Stormtroopers. The troops will not do nearly enough damage by themselves to take down any building. There will be two Walkers you will need to take down quickly. If they make it within firing distance, the buildings will be destroyed.

To get the gold: You will need to collect the bonus hidden between buildings in the city, and you will also need to take out a bunch of the little stormtroopers. Also, check the shore because you can destroy the boats that are patrolling the waters.

Medal Requirements			
Time:	15:00	12:75	10:00
Kills:	20	30	50
Accuracy:	10	15	20
Friendly Saves:	90	92	95
Bonuses:	0	0	1





You will face a ton of bombers. They take about three hits to kill.

To get the bonus come in from an angle and dive down.

MAP KEY = enemies = technology = friendlies = Nonnah locales

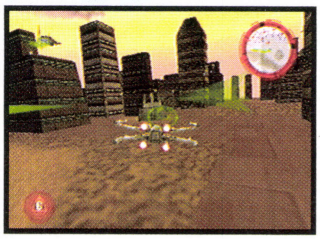
Mission 5: Liberation of Gerrad V

■ Mission Difficulty: Low ■ Starting Craft: X-Wing ■ Any Hidden Power-up? No

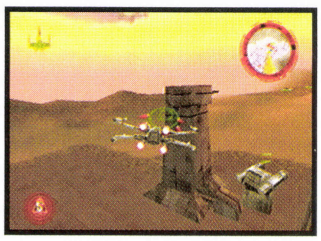
Turrets are the big threat for this mission. You will need to protect your Y-wings from harm, and these turrets can easily be the death of them. Swoop in low and set your lasers to quad fire. It takes eight good hits to destroy a turret, so try to fire two rounds quickly. There are also a couple of missile sites that will pose a bigger threat than the lasers, so when you see them, be sure to drop all and get them. The big turret can pose a huge problem, so be sure to hit it with as many torpedoes as it takes.

To get the gold: Watch those TIE-interceptors. You will need to keep your entire team alive to get a gold on this mission. You can get the kills just by destroying all the turrets quickly and then moving on to the fighters. Off-load your torpedoes on them if you have destroyed the rest of the big things. Time can also be a factor to speed up the Y-Wings keep the fighters off of them.

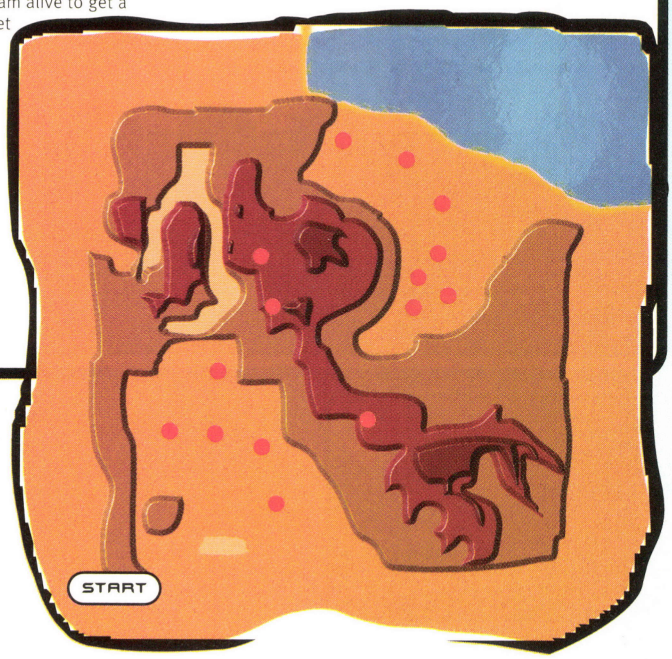
Medal Requirements			
Time:	7:00	6:00	5:25
Kills:	18	27	33
Accuracy:	20	25	30
Friendly Saves:	2	4	6
Bonuses:	0	0	0



Stay low to avoid turret fire—there is a lot of it here.



The same strategy for the smaller turrets applies to this one as well.



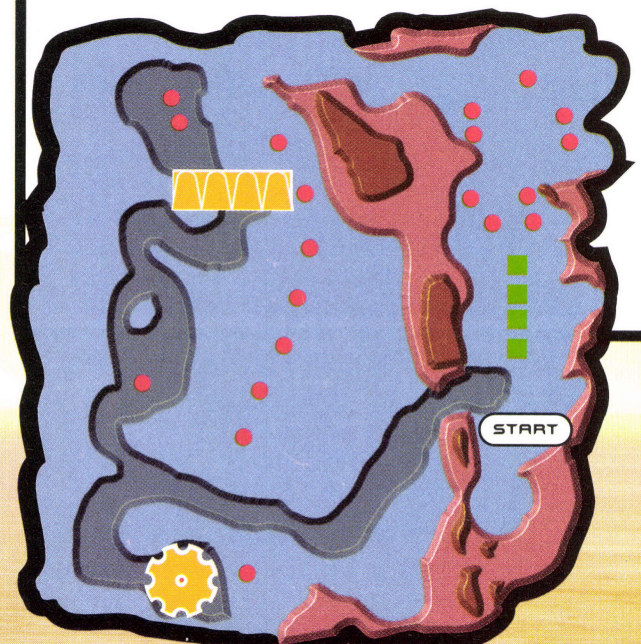
Mission 6: The Jade Moon

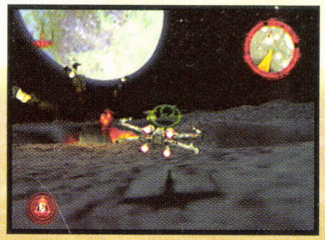
■ Mission Difficulty: Medium ■ Starting Craft: X-Wing ■ Any Hidden Power-up? Yes

This mission requires some precision and quick thinking. On your first pass into the base stay low and take out anything that is shooting. To lower the generator you can either go over the mountains and risk being shot down by missile fire or you can backtrack and take a mountain trench in. If you take the trench, you can collect a power-up and get a pretty good couple of shots off at the generator before you will have to turn around. Going over is quicker but far more dangerous, as you will have to face the missiles that will be fired at you. When the fighters come be sure to destroy the bombers first, as they will cause the most damage, then pick the Interceptors off with missiles.

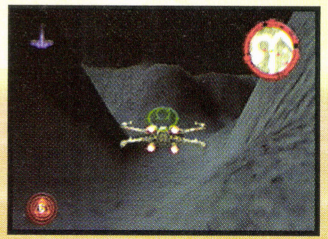
To get the gold: Play as the V-Wing. With its speed you can maneuver through or over the trench very easily and you can also take out the fighters at the end a lot easier.

Medal Requirements			
Time:	7:00	6:50	6:00
Kills:	25	35	45
Accuracy:	20	30	40
Friendly Saves:	4	5	7
Bonuses:	0	0	1





Sacrifice one life and you can clear the upper path of turrets.



Turn left here for the bonus, turn right for the generator.

MAP KEY ● = Enemies ■ = Friendlies ⚙ = Technology ▲ = Shield

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BOOMERANG 64

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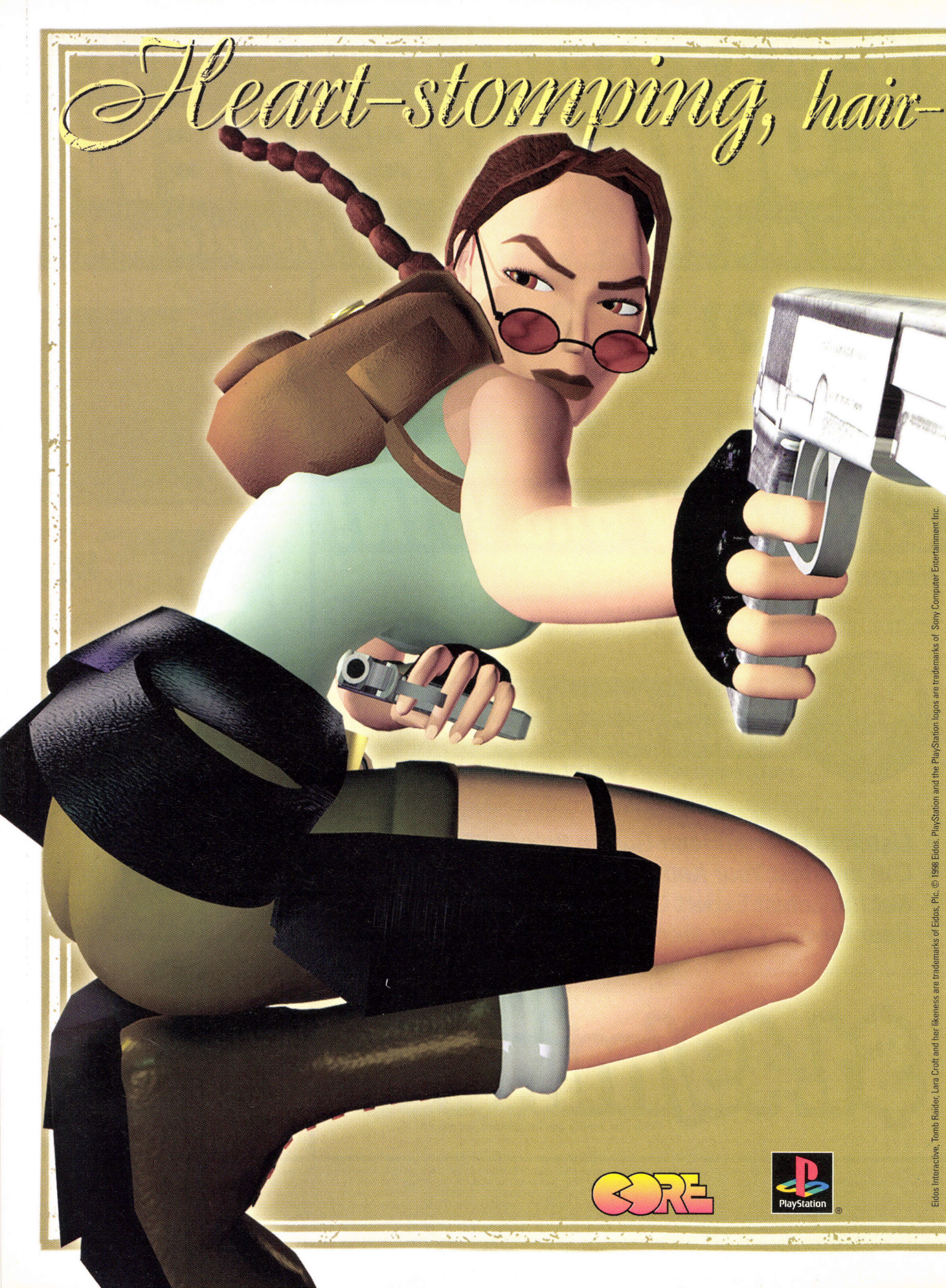

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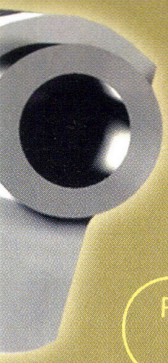
straightening, mind-melting action.

(Ready for level 2?)



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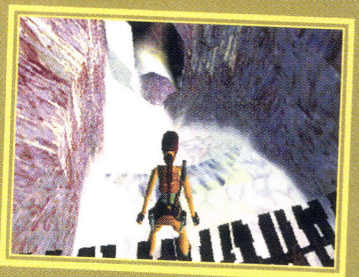
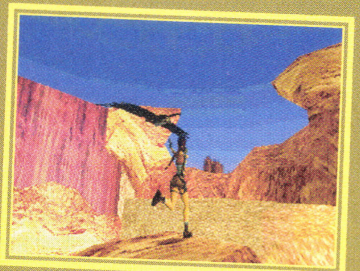


Check your gut in manic, eyeball-blistering action.



Annihilate your way through 15 levels of high-res mercilessness.

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TOMB RAIDER III

ADVENTURES OF LARA CROFT

EIDOS INTERACTIVE

mission 7: Imperial construction yards

■ Mission Difficulty: Moderate ■ Starting Craft: Snowspeeder ■ Any Hidden Power-up? Yes

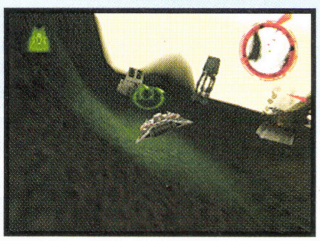
The difficulty increases in this mission. Taking out most of the radar dishes is a snap. There is only one that should really cause any problems: the fourth one. To destroy this one without being detected you will need to hug the left canyon wall and swing around the center until the dish is in view. You can then destroy it and continue undetected. After destroying the last dish be sure to hug the right wall when going around the corner or you will be shot down by the AT-AT hidden just around the corner. Use your two cables to take it down and then head to the first factory. The AT-ST factory is much easier to penetrate and destroy than the AT-AT factory. Just fly in and shoot it up. The main buildings are the only ones that need to be destroyed. To get into the AT-AT factory just fly up the right side and use the upper ledge to get past the AT-AT and turrets, then backtrack and hit the missile turrets.

To get the gold: You will need to spend more time in the other bases destroying things. You will also need to collect the power-up from the second base, next to the AT-ST factory. It's in a fuel container. Avoid taking down the AT-AT guarding its factory—it takes too much time.

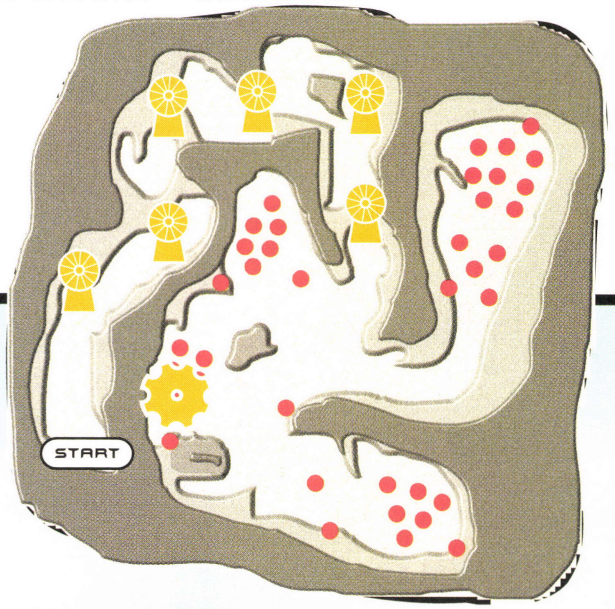
Medal Requirements

Time:	7:50	7:00	6:50
Kills:	45	60	80
Accuracy:	25	35	45
Friendly Saves:	0	0	0
Bonuses:	0	0	1

Use the brake to fire enough shots to destroy the dish.



You can also hug the left wall to get into the AT-AT factory.

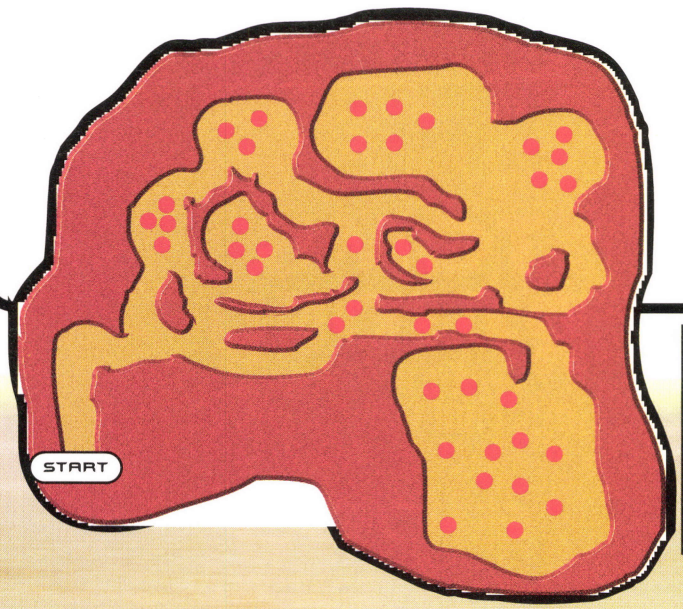


mission 8: Assault on Kile II

■ Mission Difficulty: Moderate ■ Starting Craft: Y-Wing ■ Any Hidden Power-up? No

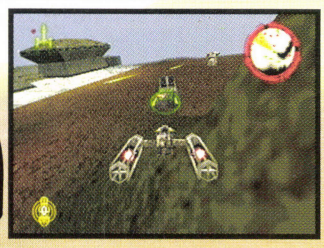
This mission is made tough only by the limitations of the Y-Wing. If you take the right path through the canyons you can hit every Imperial base in a decent time, but you have to be either a pretty good laser shot or a good marksman with your bombs. One thing to remember with bombs is their area effect: If you drop it between two buildings that are very close, you have a good chance of destroying them both. To easily destroy the three bases just be sure to first destroy all the laser and missile turrets surrounding the bases. Once these are down the bases are almost defenseless. Dodge any TIE Interceptors that want to engage you; they are a waste of time.

To get the gold: Speed. That is what you need. Try to kill all the bases on the first pass through if possible. If you run out of bombs don't be afraid to crash yourself into a turret or building to get restocked.



Medal Requirements

Time:	8:00	7:00	6:00
Kills:	45	55	65
Accuracy:	40	50	60
Friendly Saves:	0	0	0
Bonuses:	0	0	0



Be very methodical in destroying turrets when you approach a base.

MAP KEY ● = enemies ■ = friendlies ✹ = technology ✹ = radar

mission 9: Rescue on Kessel

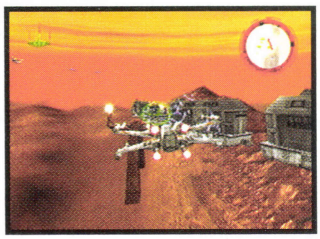
■ Mission Difficulty: Low ■ Starting Craft: X-Wing ■ Any Hidden Power-up? No

This mission is pretty easy and very quick. When you start it, listen to Kasan and go after the train; there is nothing in the convoy except extra kills. The train itself has three turrets on it so watch how close you get to it. You will need to use your ion cannon to slow down and eventually stop the train. Hit all the cars in the train to stop it completely and finish the mission.

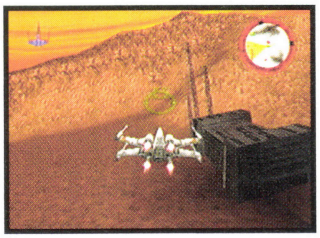
To get the gold: Kills are the key for the gold here. You need to destroy every turret and base on the map. In order to have enough time to do this you should first hit the small convoy, then race over to the train. Hit a couple of the train's cars to slow it down. Once it has slowed down you can fly the map and pick off the rest of the various Imperial units that are around. Don't forget to destroy the antennas near the Imperial's bases—they count as kills as well and can be the deciding factor for the medal.

Medal Requirements

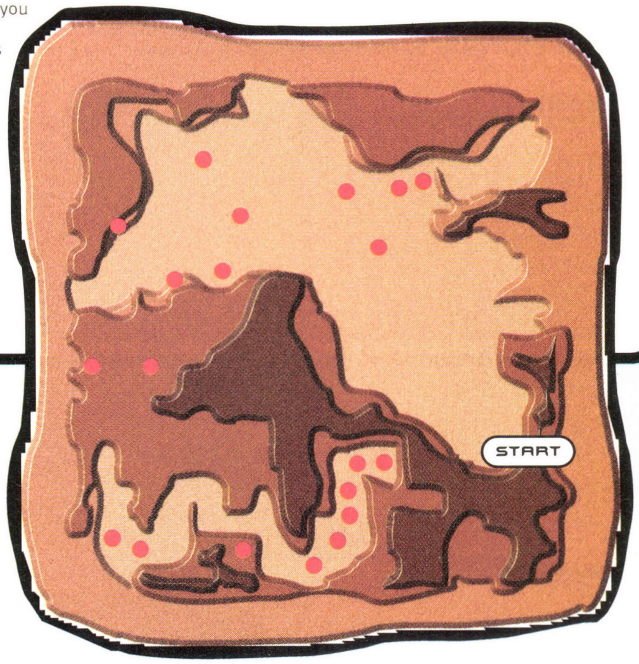
Time:	5.00	4:75	4:50
Kills:	7	15	26
Accuracy:	30	35	40
Friendly Saves:	3	4	5
Bonuses:	0	0	0



Each car must be hit with the ion cannon to stop the train.



This base will add several kills to your score so be sure to attack it.



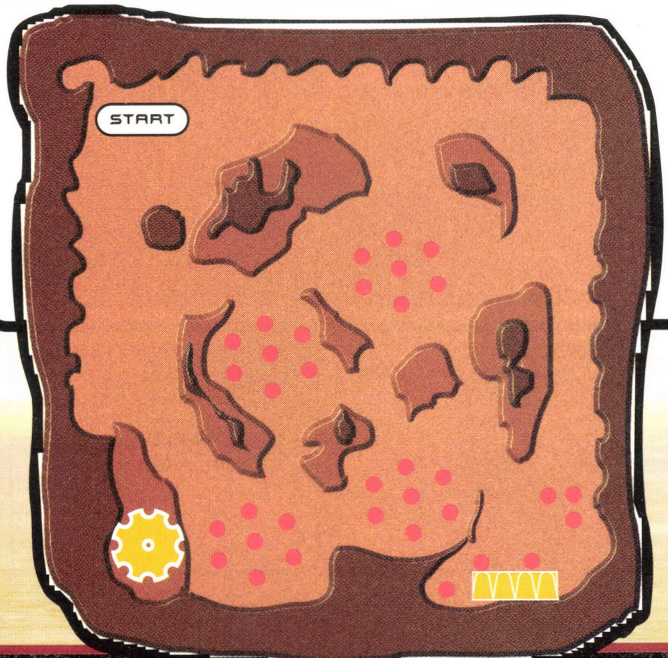
mission 10: Prisons of Kessel

■ Mission Difficulty: Moderate ■ Starting Craft: X-Wing ■ Any Hidden Power-up? Yes

A lot of firepower is involved in this mission. If you are a good enough shot by now, you should probably keep your X-Wing on Quad-fire Mode. Try to keep ahead of the escort shuttle so you can clear out the first base of danger before taking out the shield generator. Be sure to take out those barracks or soldiers will start to stream out of them.

The generator is on the far side of the map and is guarded by a couple of turrets and an AT-ST. Once you destroy it head back to the shuttle and take care of the fighters flying around. After killing them head to another base before the shuttle leaves and clear that out. There are a total of four prisons that will be liberated.

To get the gold: You need extra kills to get the medal in this one. For each base leave one barrack untouched, then shoot the troops that come out of them when the shuttle lands. Don't forget the bonus.



Medal Requirements

Time:	13:00	12:75	10:50
Kills:	75	85	103
Accuracy:	30	35	40
Friendly Saves:	9	25	35
Bonuses:	0	0	1

Each base has several turrets scattered around the border.

Try to destroy this before the shuttle reaches the first base.

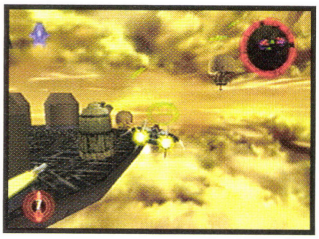
MAP KEY ● = enemies ■ = friendlies ▲▲▲▲ = shield generator

mission 11: Battle Above Taloraan

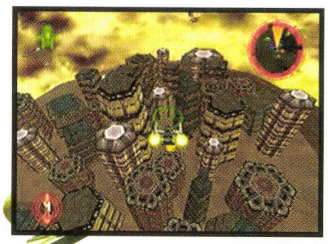
■ Mission Difficulty: Moderate ■ Starting Craft: A-Wing ■ Any Hidden Power-up? Yes

This is the one and only mission completely in the sky. That means you cannot crash into the ground, but it has its downside as well because you will also face a ton of fighters and turrets. These turrets cannot be fooled by coming in low to them—for these you will need to use another strategy. To defeat these platform cannons you will have to come from above. You will most likely go through a couple of lives on this level, so don't be afraid to use up all of your missiles. Just try to use them on targets like the turrets or fighters. The last platform is the toughest. These turrets fire missiles instead of lasers, but you can totally skip them and just take out the barrels to end the mission.
To get the gold: Speed and accuracy are the keys in this one. Speed can be accomplished by finishing a platform and going on to the next one instead of dogfighting with the stray TIEs. Accuracy can be accomplished by a generous use of your missiles. The bonus is located in the city in between the buildings. Hard to get but worth it.

Medal Requirements			
Time:	10:00	8:00	7:00
Kills:	70	80	90
Accuracy:	40	60	70
Friendly Saves:	0	0	1
Bonuses:	0	0	1



Missiles will take out the turrets in one hit so use them a lot.

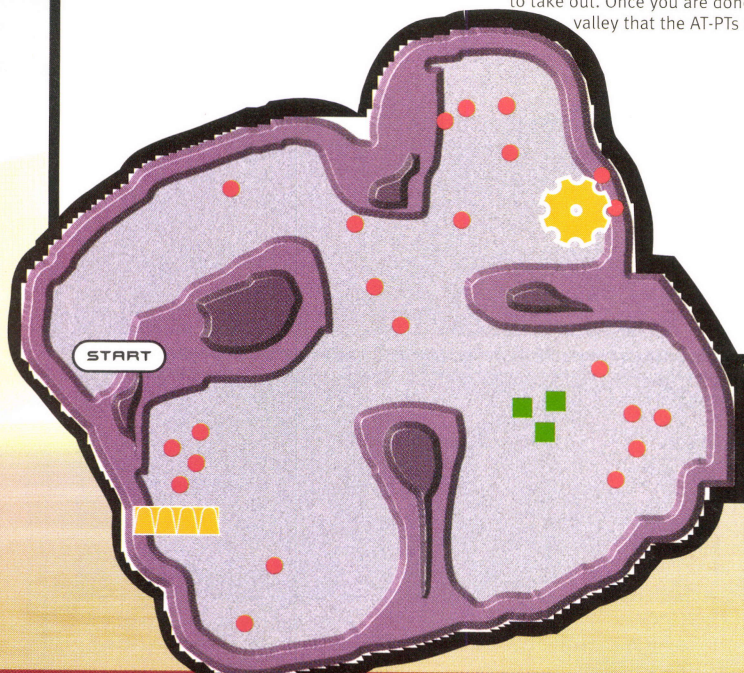


Brake on your way in to this power-up, then quickly pull up.

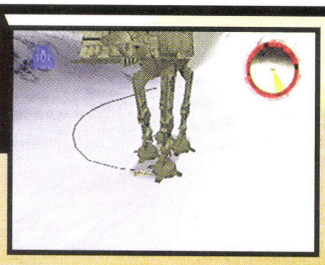
mission 12: Escape From Fest

■ Mission Difficulty: High ■ Starting Craft: Snowspeeder ■ Any Hidden Power-up? Yes

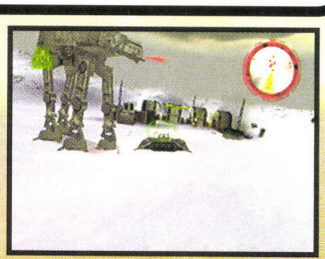
This mission really ups the ante. Getting the AT-PTs to safety is quite a chore. First, you can save some time later if you quickly go to the left at the start of the mission and take down the AT-AT. Once that is down, quickly shoot out all the ground turrets. Quickly head a little left of the last cannon and to the fleeing AT-PTs. You will need to quickly take out another AT-AT to save some of them. Once that is done, you should head over the gate and to the other base, where there will be another AT-AT to take out. Once you are done there, head to the valley that the AT-PTs are going down and take out the tanks that will pour down the walls. After the tanks are done, take out the four waves of bombers and you can leave them alone.
To get the gold: You need to do all that even faster and collect the bonus behind the research facility.



Medal Requirements			
Time:	7:00	6:75	6:50
Kills:	40	50	65
Accuracy:	15	20	25
Friendly Saves:	5	6	7
Bonuses:	0	0	1



Being able to take down these AT-ATs is crucial.



After you free the AT-PTs head here and destroy the generator.

MAP KEY ● = enemies ■ = friendlies ▲▲▲▲ = shield generator

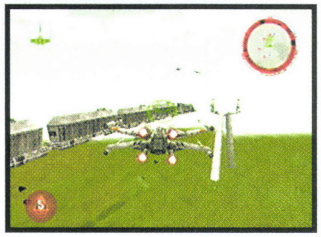
mission 13: blockade on chandrilla

■ Mission Difficulty: Moderate ■ Starting Craft: X-Wing ■ Any Hidden Power-up? Yes

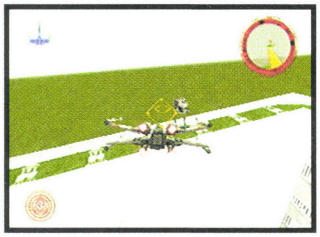
This mission starts out strictly as a fighter battle. The Empire will try to bomb the train you are escorting into train heaven. A couple waves will come from the back and a couple from the side. After you get the warning about the city being bombed, stay with the train because one more wave will show up. You will need to fend off some more bombers in the city for the escape shuttles to arrive. Once they arrive they will immediately be attacked If you have six torpedoes you can easily take out the six AT-STs attacking them; otherwise drill them with your lasers. At least one needs to survive.

To get the gold: You need to protect all the shuttles getting the people out. To do this you will need to have at least six torpedoes to take out the AT-STs attacking them. You must be quick or the farthest one on the right will be destroyed.

Medal Requirements			
Time:	6:25	6:00	5:75
Kills:	20	30	35
Accuracy:	10	15	20
Friendly Saves:	2	3	4
Bonuses:	0	0	1



Stay with the train and fend off the TIE bombers attacking it.



This lonely AT-ST hides a secret power-up in its belly.

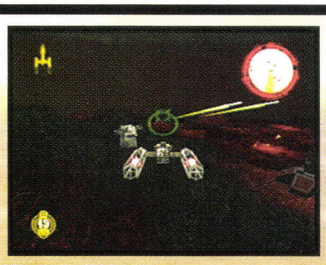
mission 14: raid on sullust

■ Mission Difficulty: High ■ Starting Craft: Y-Wing ■ Any Hidden Power-up? Yes

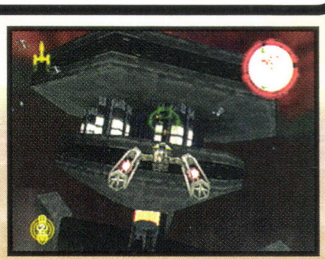
This mission is incredibly tough. You will almost certainly go through all your lives here. So if you can back out of your game, load it fresh to get all of your guys back. The key to getting to the end of this mission is to take out the missile turrets fast. Forget the transmitters for now and concentrate on destroying all those turrets. Once they are down, you will be in a relatively safe environment.

To get the gold: This level has an enormously high requirement for accuracy, so watch your shooting. Keep your speed up and your fire sure to get this one. You will also need to collect the bonus hidden underneath the factory in the large Imperial base. Try to unload all of your bombs on targets as quickly as you can, but the same strategy as before applies to the missile turrets. Watch out for them.

Medal Requirements			
Time:	6:00	5:00	4:00
Kills:	20	30	40
Accuracy:	25	50	75
Friendly Saves:	0	0	0
Bonuses:	0	0	1



Missile turrets are the biggest threat and should be killed first.



Aim for the center towers on the capacitors.

MAP KEY ● = enemies ■ = friendlies = transmitter = capacitors

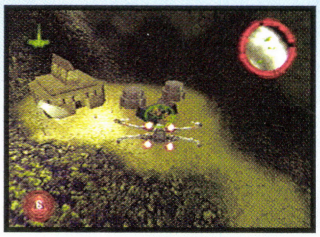
mission 15: moff seerdon's revenge

■ Mission Difficulty: High ■ Starting Craft: X-Wing ■ Any Hidden Power-up? Yes

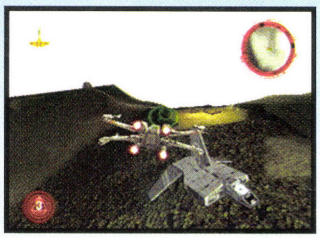
This is another mission where starting with three lives is a good idea. There are so many Imperials around that just about any direction you go you can find some targets. Just remember make those missile turrets a priority. You stand a pretty good chance of shaking off missiles on this level if you hug the ground. You should try to take out the ground units first—they have the potential to do the most damage in the area they're in. You'll always pick up a tail after you start the mission. Avoid the urge to turn around and dogfight with it. Wait until after you've destroyed everything then get it. Seerdon can be a pain if you have no torpedoes left. Use quick turns to stay behind him as much as possible. To hit him with a torpedo move far enough away and hit him dead on.

To get the gold: Do everything, just faster. This medal can be somewhat easy if you can get a V-Wing with Cluster Seeker Missiles. Just be sure to hit Seerdon head on with the missiles.

Medal Requirements			
Time:	7:50	6:50	6:00
Kills:	45	45	45
Accuracy:	10	20	30
Friendly Saves:	40	47	55
Bonuses:	0	0	1



The bonus can be found behind the starting point.



A tough nut to crack. Use quick turns to hit him with quad lasers.

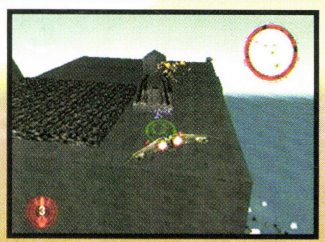
mission 16: the battle of calamari

■ Mission Difficulty: High ■ Starting Craft: V-Wing ■ Any Hidden Power-up? No

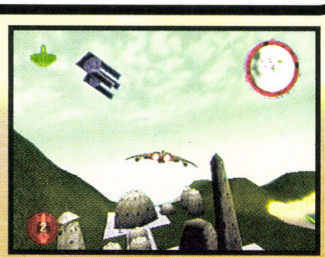
Finally you get to start out with the V-Wing. To take out the World Devastators you will need to climb high and hit the shield generators on top. There will be an enormous amount of fire coming from up there, so be ready to hit those afterburners. Once you destroy the generator you need to take out any two leg jets. Once you do that get out of the way. When the giant crashes down all the guns left on it will be destroyed. The TIE-Ds are another problem, though. They are faster and more maneuverable than the interceptors and can bob and weave with the best of them. Best strategy is either Cluster Seeker Missiles or a head-on crash.

To get the gold: You need the cluster seeker missiles to get gold here. Don't be afraid to off-load your missiles on a devastator, but be sure to save one or two for the TIE-Ds in the city. When you run out just die trying to kill the next devastator.

Medal Requirements			
Time:	7:00	6:00	5:50
Kills:	24	24	24
Accuracy:	20	20	25
Friendly Saves:	80	84	87
Bonuses:	0	0	0



This is the shield generator. You will need to lead a lot to hit it.



Fast and maneuverable. Use missiles when possible to kill them.

GENERAL MAP KEY ● = enemies ■ = friendlies ■ = world devastator

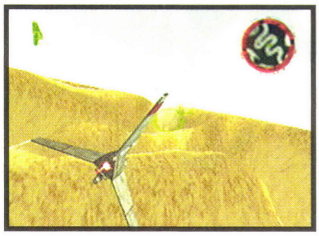
Bonus Mission 1: Beggar's Canyon

■ Mission Difficulty: Moderate ■ Starting Craft: T-61 Skyhopper

There are three different paths that you can take through this bonus level. The first two are pretty easy, with the key being that you just need to go through at least one time and learn the path.

To get the gold: You will need to beat Wedge. That is no small order, as he is one of the best, but there is a secret way to easily beat him. Although you cannot go too high up, or you will be called a cheater and the mission will end, there is one spot that you can go up and over without being called out. See the picture below for this spot; if you take it, then you will easily be able to win.

Medal Requirements			
Time:	2:00	1:75	1:50
Kills:	0	0	0
Accuracy:	0	0	0
Friendly Saves:	0	0	0
Bonuses:	0	0	0



Take this shortcut to get a big lead on Wedge.

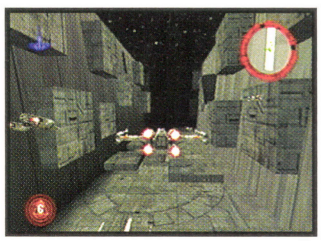
Bonus Mission 2: Death Star Trench Run

■ Mission Difficulty: High ■ Starting Craft: X-Wing

Just like the movie, with a few twists. There are so many turbo laser cannons and cannon towers throughout the trench that you should almost always be under fire. The fighters that drop down are not as much of a problem but are still a big nuisance. The end area where the exhaust port is, is heavily guarded, so be ready with the cannons and then quickly switch to missiles and snap a guided shot off.

To get the gold: You need to use the speed boost that the closed S-foils gives you. Use it in doses to jet to the next target. Try to get as many easy early kills as you can for the medal.

Medal Requirements			
Time:	4:00	3:50	2:75
Kills:	25	27	30
Accuracy:	50	60	70
Friendly Saves:	0	0	0
Bonuses:	0	0	0



Use your S-foils to get past ugly situations.

Bonus Mission 3: Battle of Hoth

■ Mission Difficulty: Low ■ Starting Craft: Snowspeeder

To get any kind of a medal on this mission you have to be able to get a kill on a single pass. Use both brakes on the speeder to slow yourself down enough and get the AT-STs out of the way. To get the AT-ATs you need to be a good tow cable gunner. With the cramped areas that you will be flying around you will have to have a pretty tight path around the AT-AT to get it down without taking damage.

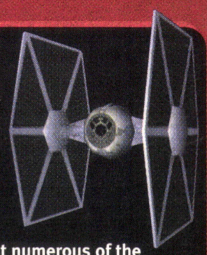
To get the gold: Take out the AT-STs on your way into the main battle. You will need to be very quick with the AT-ATs; if you miss it once around and drop your cable you will most likely miss getting the gold.

Medal Requirements			
Time:	6:00	5:00	3:75
Kills:	29	29	29
Accuracy:	20	40	60
Friendly Saves:	0	0	0
Bonuses:	0	0	0

Advanced lasers will help you easily cruise through this mission.

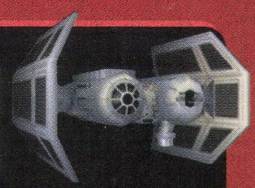
Imperial Craft

TIE Fighter



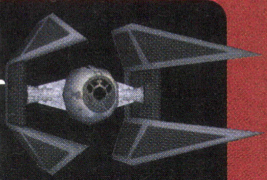
The most numerous of the Empire's fighters, also the easiest to kill. One well-placed shot will usually take them down. You will not see too many of these fighters in the later levels, but they will be somewhat annoying in the earlier ones.

TIE Bomber



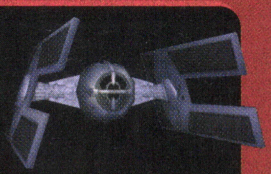
These are the Y-Wings of the Empire. They are slow-moving and carry a tremendous amount of air-to-ground firepower. They are also well armored and have forward-mounted lasers. It takes about three hits to take one of these goliaths down. Be sure to destroy these targets quickly or their payload will level their targets.

TIE Interceptor



These are the anti-air fighters. If one gets behind you, do a quick turn or a blast away, or they'll tear you apart. Their armor will only protect them slightly better than a TIE fighters, allowing them two hits. What would the rebellion do with such technology?

TIE-D



By far the most dangerous creation of the Empire. These fighters are more maneuverable than a TIE Interceptor and faster, too. They also have an incredible turn rate, but luckily are only seen in the last level. Try to use missiles or a ramming hit to knock them quickly out of the sky.

Strategy Follow-up

XG Strategy
by Andrew Baran

If you're playing Zelda right now, you will be scrounging the world for the last bit of secrets the game has to offer. The two most common secrets are the Heart Container Pieces and the Skulltula Spiders. To help in your adventuring, you will also find the locations for each of the primary items, such as the Empty Bottles or Great Fairies.

Most of the secret areas in Zelda can be found by bombing. If you have found a Stone of Agony rumble spot and bombs are not working, try using the Song of Storms. This will always work.

So here you have it: the last update to this epic adventure. One last word of advice...Don't try playing through the game multiple times in a single week. It will drive you nuts.

Remember, in the previous issue we covered the entire game, complete with Boss strategies. If you're stuck on anything gameplay-related, check there.

Database

time to complete	20 hours
challenge	easy
best item	Hoverboots
# of Skulltulas	100
best advice	play in moderation
system	Nintendo 64
publisher	Nintendo
developer	Nintendo

Zelda's Lullaby
Play this song whenever you see a Triforce symbol.

Epona's Song
This song will summon Epona the horse to you.

Saria's Song
You will receive advice from Saria during the song.

Song of Time
Removes time blocks. Opens Time chamber.

Sun's Song
Changes day to night and back again. Very useful.

Song of Storms
This will cause a storm to brew and rain to fall.

Prelude of Light
This song will transport you to the Temple of Time.

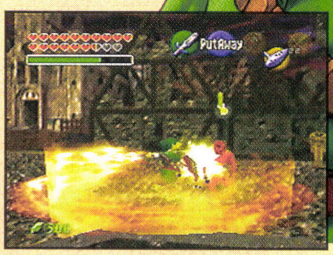
Minuet of Forest
This song will transport you outside the Forest Temple.

Bolero of Fire
This song will transport you outside the Fire Temple.

Serenade of Water
This song will transport you outside the Water Temple.

Nocturne of Shadow
This song will transport you to the Shadow Temple.

Requiem of Spirit
This song will transport you outside the Spirit Temple.



Swordplay: Learn which attack will harm each enemy. Some enemies, like the plants, will die faster from a stab rather than a swing. The Jump attack is the most powerful, and it can get past most enemy defenses. Once you have earned the Spin attack, only use it when you're surrounded. You can flip switches with it...

Finding secret: First, you should watch Navi. If she changes a color, try playing one of your songs, either the Song of Storms or the Scarecrow Song. When she changes color it means something. It's easy to ignore her, though. Using the Stone of Agony is easy. It simply vibrates. But opening the hidden area is not. Try a song or a bomb.

Scarecrow Song

How to get it: Go to Lake Hylia and talk to the scarecrow that "Never Forgets a Tune" while you are a kid. Make up and play a song for him. Make it easy to remember. Next, you will want to return as an adult. Play the same song to the scarecrow. It will become the Scarecrow Song. It will allow you to summon the Scarecrow in hard-to-reach places. When you call him you can fire the Hookshot to reach him. He will help you collect some of the Skulltula spiders. Listen for your Scarecrow song during the game's ending. It will use different instruments!

Big Poe Locations

The weird man who buys Poes in the future Hyrule Market will give you an Empty Bottle if you give him 10 Big Poes. How do you find them? Simple, leave the Hyrule Market and ride your horse through the Plains. You will only see the Big Poes while you're on horseback. Use your arrows to take them down. It takes two hits, so try to shoot them quickly before they disappear or fade into a wall. Each of the 10 ghosts has staked out a section of the map in which to haunt. Look on the map to the right to find them all.

You must be on horseback in order to shoot and catch the Big Poes.

The Masks

Selling Masks: The shopkeeper will allow you to sell masks to people around Hyrule. You must find a buyer for each of the first four masks. Then, you will be able to borrow the fun masks. Here's where to find the people:

Keaton Mask: Give this mask to the guard in Kakariko.

Skull Mask: A kid in the Lost Woods wants this mask.

Spooky Mask: Visit the graveyard to find the morbid kid who wants to look like the gravekeeper.

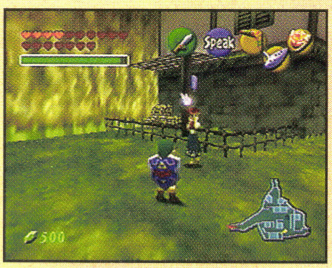
Bunny Hood: The man who runs around the Hyrule Plains would love to wear these ears.

Mask of Truth: Wear this mask to get hints from the bizarre stone heads.

Goron Mask: A fun mask

Gerudo Mask: Another fun mask

Zora Mask: Even more fun



Empty Bottles

The four bottles: These bottles are well hidden. They allow you to carry a variety of items, from bugs to milk. Here's where you will find them:

1. Lon Lon Ranch: Play the owner's game by picking up the three correct Super Cuckoos.

2. Lake Hylia: Dive to the bottom of the lake. It's near the shore, so it's not too hard to spot down there.

3. Kakariko Village: Rescue the cuckoo lady's birds.

4. Poe Shop: Catch ten of the Big Poes (see left) and the Bottle is yours.

Great Fairy Locations

Where She is:	Time Zone	What She Grants	Effect
1. Hyrule Castle area	Past	Din's Fire	Sends a ring of fire outward.
2. Zora's Fountain	Past	Farore's Wind	Allows you to create a teleport point.
3. Death Mountain	Past	Spin Attack	A damaging attack that hits all around you.
4. Desert Colossus	Future	Nayru's Love	Provides temporary invincibility.
5. Death Mnt. Crater	Future	Double Magic	You can cast twice the magic.
6. Hyrule Castle area	Future	Double Health	You can sustain twice the damage.

Heart Container Locations Revealed

1 Lon Lon Ranch:	Look in the shed for a hole behind the boxes. Crawl inside.	Y
2 Hyrule Field:	Look for a secret bombing place near a tree by Lon Lon Ranch.	B
3 Hyrule Field:	Bomb the small fenced area to find a secret passageway.	B
4 Kakariko Village:	Ride the owl onto the rooftop. Enter the second floor doorway.	Y
5 Kakariko Village:	Talk to the man sitting on top of the roof.	B
6 Kakariko Village:	Inside the Windmill. Reach it by exiting from Dampe's grave.	A
7 Kakariko Village:	The Skulltulas will reward you with a Heart Container.	B
8 Graveyard:	Race the ghost of Dampe. Make it under a minute, you'll get the prize.	A
9 Graveyard:	Pay Dampe to dig around the graveyard. He'll find a Heart piece.	Y
10 Graveyard:	Plant a Magic Bean to reach a hidden place.	Y
11 Graveyard:	Pull a grave to reveal a secret passage. Play the Sun's Song.	B
12 Death Mnt. Trail:	Plant a Magic Bean in front of Dodongo's Cavern.	A
13 Goron City:	Get the vase spinning by lighting the torches. Toss a bomb inside.	Y
14 Zora's River:	Play Song of Storms to the Frogs.	Y
15 Zora's River:	Play the Frog's game to win another Heart Container piece.	Y
16 Zora's River:	Use a chicken or Hover Boots to reach the one near the waterfall.	B
17 Zora's River:	Plant a Magic Bean or use Hover Boots to reach this Heart Piece.	A
18 Hyrule Market:	Win the Bombchu Bowling game.	Y
19 Hyrule Market:	Find Little Richard, a white puppy for the lady in the alley.	Y
20 Hyrule Market:	Win the guessing game without cheating with the Lens of Truth.	Y
21 Lost Woods:	Jam with the brothers. If you can play their song, you win a prize.	Y
22 Lost Woods:	Play Saria's Song for the kid who buys the Skull Mask.	Y
23 Zora's Domain:	Light the torches behind the waterfall to make a chest appear.	Y
24 Zora's Fountain:	Sink to the bottom of the water using the Iron Boots.	A
25 Zora's Fountain:	Look on top of the icebergs.	A
26 Ice Cavern:	Use Blue Fire to to melt the red ice that surrounds this piece.	A
27 Death Mnt. Crater:	Climb down the cliff, right by where you entered.	B
28 Death Mnt. Crater:	Plant a seed to create a nifty transport.	A
29 Lake Hylia:	Catch the largest fish when you're a kid.	Y
30 Lake Hylia:	Use the Gold Scale to dive in the Medicine Man's house. Talk to him.	B
31 Lake Hylia:	Use a Magic Bean to reach the top part of the Medicine Man's house.	A
32 Gerudo Valley:	Grab a chicken and use it to hover across the gorge to a ledge.	Y
33 Gerudo Valley:	Look underneath the waterfall on the far right-hand side.	B
34 Gerudo Fortress:	Use the Hookshot to reach a box on top of the roof.	A
35 Gerudo Fortress:	Score over 1,000 points on the Horseback Archery game.	A
36 Desert Colossus:	Plant a Magic Bean and ride the leaf to a stone archway.	A

Quick Key: **Y** = Young Link **A** = Adult Link **B** = Can be done in either time zone.

Biggoron Sword

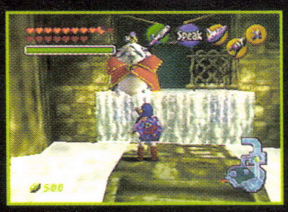
If you want a two-handed sword that packs a wallop, you can do a miniquest. You'll have to be very fast on your feet to get it though.

1. Talk to the cuckoo lady in Kakariko. Obtain Cojiro and head to the Lost Woods.

2. Use Cojiro at the sad boy. He will give you something to take to the witch in Kakariko.

3. After rushing to get there, the witch gives you an item to take back to the Woods.

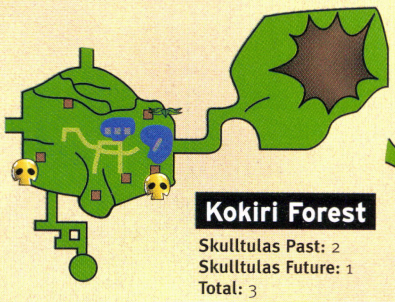
4. A fairy will give you an ax in return for the witch's item. Give it to the Carpenter.



5. Speak with the Biggoron, and give the prescription to the Zora King.

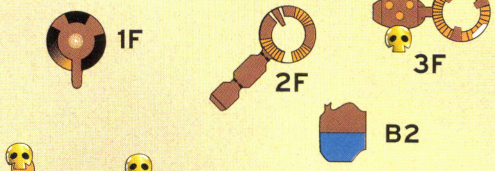
6. Rush to the scientist in Lake Hylia. Now take the Eyedrops to the Biggoron!

Quick Skulltula Checklist

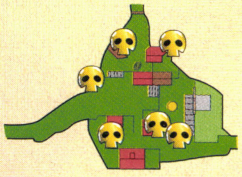


Kokiri Forest
Skulltulas Past: 2
Skulltulas Future: 1
Total: 3

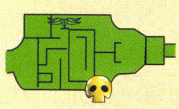
Hyrule Plains
Skulltulas Past: 2
Skulltulas Future: 0
Total: 2



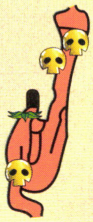
Deku Tree
Skulltulas Past: 4
Skulltulas Future: 0
Total: 4



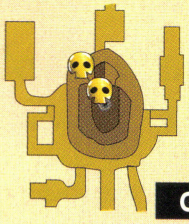
Kakariko
Skulltulas Past: 5
Skulltulas Future: 1
Total: 6



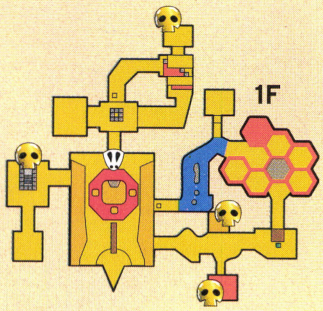
Graveyard
Skulltulas Past: 2
Skulltulas Future: 0
Total: 2



Death Mnt. Trail
Skulltulas Past: 2
Skulltulas Future: 2
Total: 4

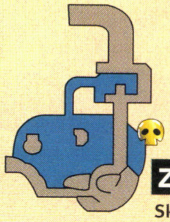


Goron City
Skulltulas Past: 1
Skulltulas Future: 1
Total: 2

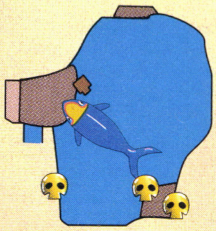


Dodongo Cavern
Skulltulas Past: 4
Skulltulas Future: 1
Total: 5

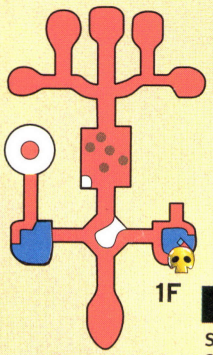
Zora's River
Skulltulas Past: 2
Skulltulas Future: 2
Total: 4

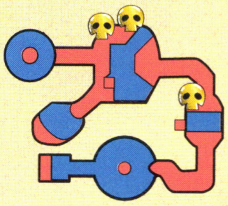


Zora's Domain
Skulltulas Past: 0
Skulltulas Future: 1
Total: 1

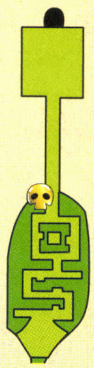


Zora's Fountain
Skulltulas Past: 2
Skulltulas Future: 1
Total: 3

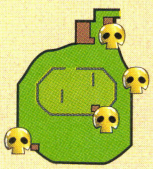




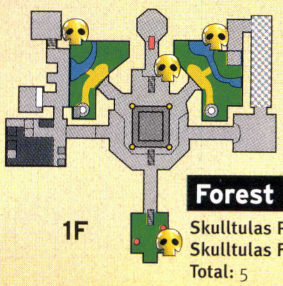
Inside Jabu-Jabu
Skulltulas Past: 4
Skulltulas Future: 0
Total: 4



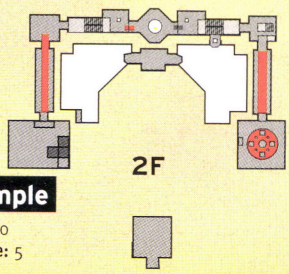
Sacred Forest Meadow
Skulltulas Past: 0
Skulltulas Future: 1
Total: 1

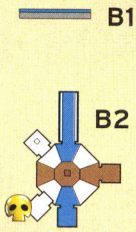


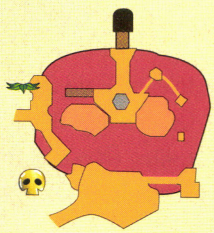
Lon Lon Ranch
Skulltulas Past: 4
Skulltulas Future: 0
Total: 4



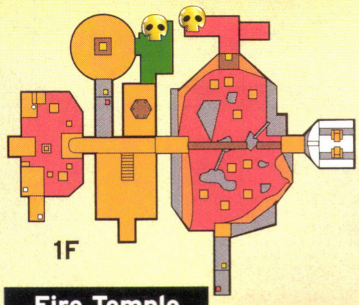
Forest Temple
Skulltulas Past: 0
Skulltulas Future: 5
Total: 5





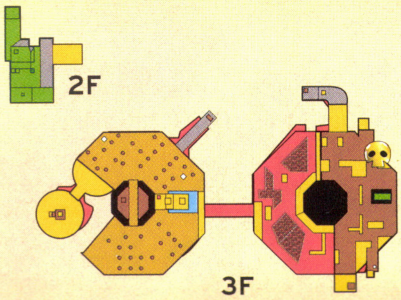


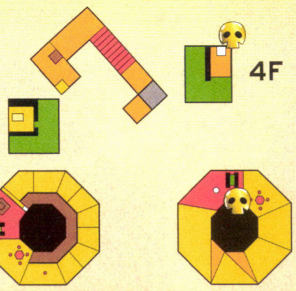
Death Mnt. Crater
Skulltulas Past: 2
Skulltulas Future: 0
Total: 2

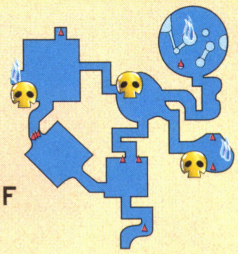


Fire Temple

Skulltulas Past: 0
Skulltulas Future: 5
Total: 5

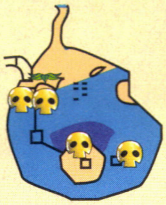






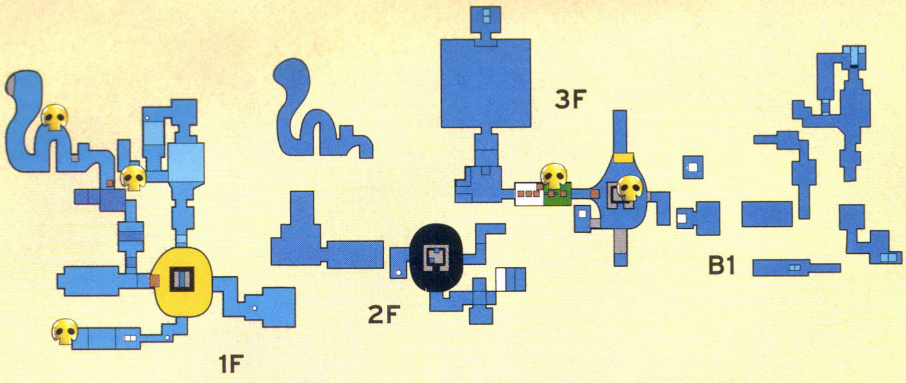
Ice Cavern

Skulltulas Past: 0
Skulltulas Future: 3
Total: 3



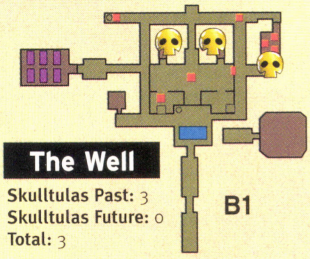
Lake Hylia

Skulltulas Past: 3
Skulltulas Future: 2
Total: 5



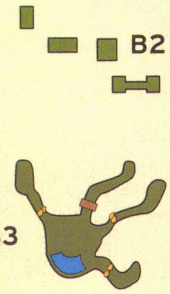
Water Temple

Skulltulas Past: 0
Skulltulas Future: 5
Total: 5



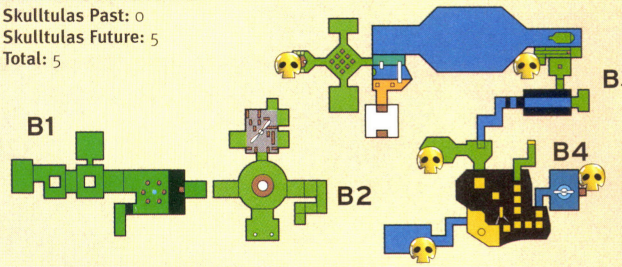
The Well

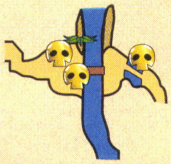
Skulltulas Past: 3
Skulltulas Future: 0
Total: 3



Shadow Temple

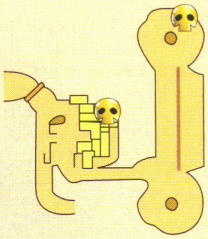
Skulltulas Past: 0
Skulltulas Future: 5
Total: 5





Gerudo Valley

Skulltulas Past: 2
Skulltulas Future: 2
Total: 4

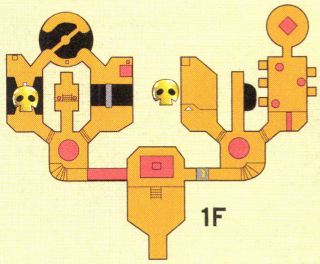


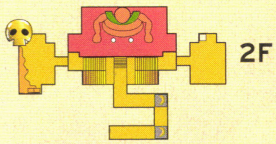
Gerudo Fortress

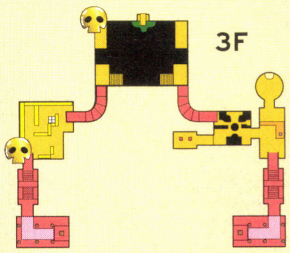
Skulltulas Past: 0
Skulltulas Future: 2
Total: 2

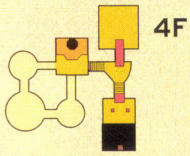
Desert Colossus

Skulltulas Past: 1
Skulltulas Future: 2
Total: 3







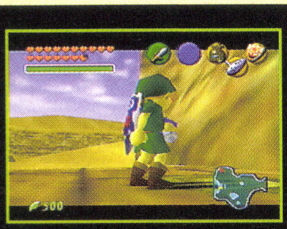


Spirit Temple

Skulltulas Past: 3
Skulltulas Future: 2
Total: 5

What those Bugs are for!

Many players don't collect the bugs. Why? Because they are seemingly useless. However they do serve a purpose. Those little bugs seem to thrive in the same soil that makes the vines grow so well. Simply release your bottled bug into the fertile dirt, and it will grow into a giant Skulltula. If you're missing some Skulltula tokens, these are probably it. Even if you've placed a bean already, you can still get the spider.



For on the maps for the 10 Planting Spots in Hyrule.

Other Locations:

Hyrule Castle	Lost Woods	Haunted Wasteland
Skulltulas Past: 3	Skulltulas Past: 2	Skulltulas Past: 0
Skulltulas Future: 1	Skulltulas Future: 1	Skulltulas Future: 1
Total: 4	Total: 3	Total: 1

Walk-through Concluded

XG Strategy
by Benjamin Durbin

Welcome to the second half of the strategy guide. Congratulations on getting this far, good luck finishing this monster game and all that. Now let's discuss what's really on my mind.

It's Lara. She's...well, I've realized she's evil. She shoots at police. She shoots people in the back. Or right in the face. She sends nukes rocketing who-cares-where just to get them out of her way. I don't know...

I'm sorry Lara. It's over.

Database

time to complete	50-80 hours
challenge	hard
best weapon	Desert Eagle
hardest level	Aldwych
coolest level	Crash Site
system	PS
publisher	Eidos
developer	Core

TOMB RAIDER III
ADVENTURES OF LARA CROFT

IF YOU MISSED LAST MONTH:

Don't panic, all is not lost! Although it's no substitute for arming yourself with last month's *Expert Gamer* strategy guide, we've brought back the Item List for the 12 levels we've already covered. If you get stuck, you can check your inventory against the Item List.

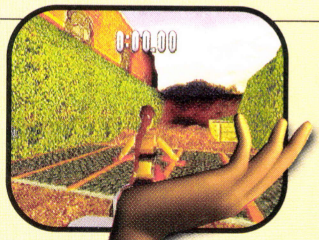
- **Item Names:** The items names are given and listed in the approximate order that you should find and/or use them in the game.
- **Item Use:** Although only a couple of lines long, you can use the middle column to figure out subtle hints regarding your next move.
- **Item Location:** Not just useful for finding the next item; you can also use this column to anticipate areas of the map you may not have found yet.

Item Checklist

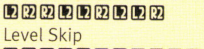
Item Name	What it Does	Where it Is
Mission 1: The Jungle		
Indra Key	• Opens exit gate	• On the green ledge above the steps leading to the exit
Mission 2: Temple Ruins		
Keys of Ganesha	• Opens various gates through the temple; there are five keys	• The first two in the first and second key complexes; final three in the last section of the temple
Mission 3: River Ganges		
1st Gate Key	• Unlocks 1st lock	• In small cubbyhole with cobra, right by the gate
2nd Gate Key	• Unlocks 2nd lock	• Above the fiery statues in the gate area complex
Mission 4: The Caves of Kaliya		
Infada Stone	• First Artifact; ends the level	• Pick it up after destroying the end-level Boss.
Mission 5: The Coastal Village		
Smuggler's Key	• Opens door in hut to Smuggler's Cave	• Underwater, in the side lagoon
Serpent Stone # 1	• Opens 1st door	• In the treetops west of the temple
Serpent Stone # 2	• Opens 2nd door	• Behind waterfall in front of temple
Serpent Stone # 3	• Opens 3rd door	• On top of east side of temple
Mission 6: The Crash Site		
Bishop's Key	• Use to open cargo hatch	• In the T-Rex nest (by Bishop's body)
Tuckermans' Key	• Use to open cargo hatch	• Above the small "raptor room" across the river
Mission 7: Madubu Gorge		
Kayak	• Must use it to reach the level end.	• Underneath your starting location, through trap door by bats
Mission 8: Temple of Puna		
Ora Dagger	• Second artifact; completes the level	• Appears after the end-level Boss is destroyed
Mission 9: Thames Wharf		
Flue Room Key	• Opens flue room to turn off flames.	• Across the buildings beside the sniper
Mission 10: Aldwych Station		
Maintenance Room Key	• Opens the maintenance room	• Inside the ticket booth; drop down from the rafters
Old Penny	• Use on ticket booth to get a ticket	• On the platform after the lights are turned on
Ticket	• Opens the turnstile	• Use the Old Penny on ticket booth #2
Solomon's Key	• Opens 1st sword in Masonic Temple	• At top of drill shaft after drill descends
Solomon's Key	• Opens 2nd sword in Masonic Temple	• Back of Vault #1 in safe deposit complex
Masonic Mallet	• Opens door in final terminal	• Behind sword door in Masonic Temple
Mission 11: Lud's Gate		
Boiler Room Key	• Opens door behind Boiler room waterfall	• Get from dead guard in flooded warehouse.
Mission 12: In the City		
Eye of Isis	• Just another priceless alien artifact	• Collect it from the deceased Boss.

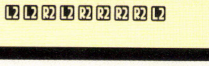
Codes

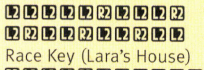
To perform these codes, you must be in the game in "Normal" Mode—standing, no guns drawn, etc. If the code is successful, a sound will play.

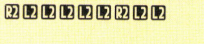


Health Refill

All Weapons


Level Skip


All Secrets


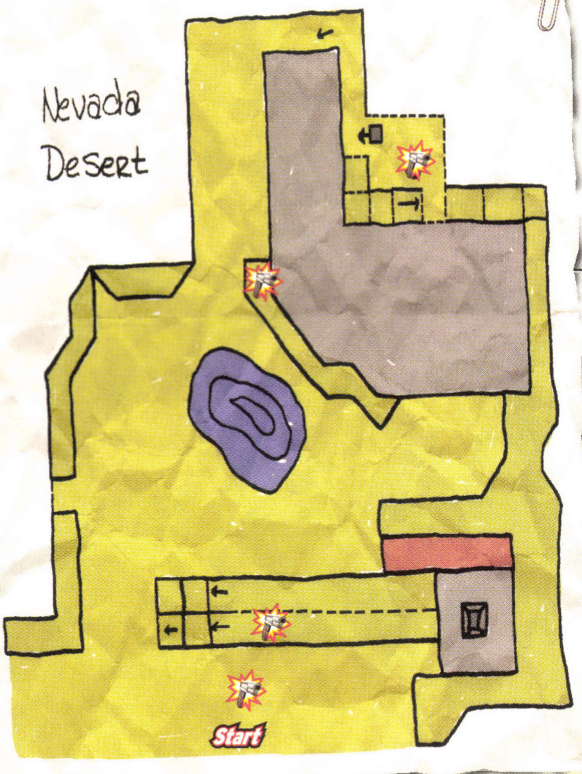
Race Key (Lara's House)


USING LARA'S MAPS

On the follow pages you'll find maps for the final eight levels of the game. The maps have been prepared with the following conventions:

- **Color:** Whenever possible, areas on the map are shaded with the predominant color you will see in the game.
- **Switches:** Switches are always shown as a small "T" projecting from the wall. The purpose of switches will be outlined in the text.
- **Dotted Lines:** Dotted lines are used to show elevation changes, crawlspaces or hand-over-hand paths. They may also be used to show areas of the map that overlap.
- **Start/End:** If the map includes your start or end position, it will be labeled on the map. Refer to the text for information on when to switch maps.
- **Gunplay:** Be prepared for an enemy attack.

Notes: Important items will be marked on the maps themselves, as well as referenced in the text.



Mission 13

Nevada Desert

Ultimately you want to gain access to the next level, the High Security Compound. Do this by progressing through four parts: the cliffs, the ravine, the aqueduct and finally, the compound.

Overview

Item Checklist

Item Name	What it Does	Where it Is
Detonator Switch	• Use on TNT plunger	• In cave above falls
Generator Access	• Use to turn off electric fence	• On roof of building just outside the garage

1 The Cliffs

● **You'll start this level by sliding down a short slope into the desert.** Move around the large rock pillar on the right-hand side. Run straight ahead past the small pool of water to the end of the cave ahead of you.

● **Turn right and proceed into the cave.** The first secret is in here, if you care to try for it. Otherwise, follow the caves here around to the top of the cliff with the large black building. You need to get into that building, but you can't climb it from here. Jump from the ledge across to the ledge. Using the map to guide you, follow the ledges around until you can face the large rock pillar.

● **Run and jump across to it and climb up.** Follow the rock bridge to the top of the black building and drop down the hole into the water below.

2 The Ravine

● **Swim through the tunnel to the end and check out the ravine map.** Walk out over the ravine. All that water at the bottom makes it hard to die here, but it can be a real pain to climb back up to this ledge.

● **Jump across to the triangular ledge to your right.** Continue to the next ledge and work your way up the right-hand side of the map. When you reach the end, climb up to the top and look across the ravine.

● **Jump across to the handholds.** (If you want to get all the secrets, climb down here, get the secret, drop into the water and then come all the way back here.) Climb to the top. Jump across to the next ledge. From there, hop across to the flat platform and face the hole.

● **Take one step back, and do a sideways jump over the "ramp."** Make sure you grab the next ledge. Shimmy left to safe ground.

● **Climb down the handholds;** cross over to the next climbable cliff, climb up and backflip onto the ledge above. Jump across the ravine onto the sloping section, slide and hop across onto the last ledge above the waterfall. Face into the waterfall and hop from section to section until you finally make it to the beach.

In the compound, don't miss this access card on the roof.

3 The Aqueduct

● **Once on the beach,** you might want to quickly grab the third secret. Crawl under the large rock at the back of the beach.

● **Run along the beach to the aqueduct.** You won't need a map here; you can't get lost. Climb up the aqueduct and follow it back to the dam. Jump into the dam and find the switch to open the grate in the floor.

● **Get some air then go through the grate.** As soon as you swim through, look up for the "hidden" switch. Pull it then dive down and follow the tunnel. Just around the corner is another switch. Pull that and continue on; swim up the passage through the grate that is now open, and you will find yourself behind the dam. Pull the switch at the end; this will raise the elevator with the Detonator Switch. Slide down the dam and run back to the beach.

● **Enter the small cave at the back of the beach.** Retrieve the Detonator Switch, then make your way back to the TNT plunger. Blow the TNT then get out of the way of the boulder. Follow the detonator wire to the next cave; climb up the rocks there and enter the hidden compound.

4 The Compound

● **Follow the fence– but don't touch!** Climb into the small cave at the end of the compound. When you reach the first gap, jump across to the upper ledge. Follow this to the water. Pull both switches you will find there then return to the compound.

● **Enter the big cave and slide down.** Pull the switch in the small building. Return to the compound and go back to the small cave, but this time drop down and crawl into the water tower area. Climb up the water tower and drop into the water; pull yourself up in the "window" there and jump straight across into the generator compound.

● **Run to the garage and get the ATV.** Ride the ATV up the ramp to the roof, and get the Generator Access card. Enter the office building and use the card to turn off the power to the fence. Use the switch to open the gate. Take the ATV back out to the mouth of the big cave and use the ramp to jump over the electric fence and into the next level!

Desert Notes

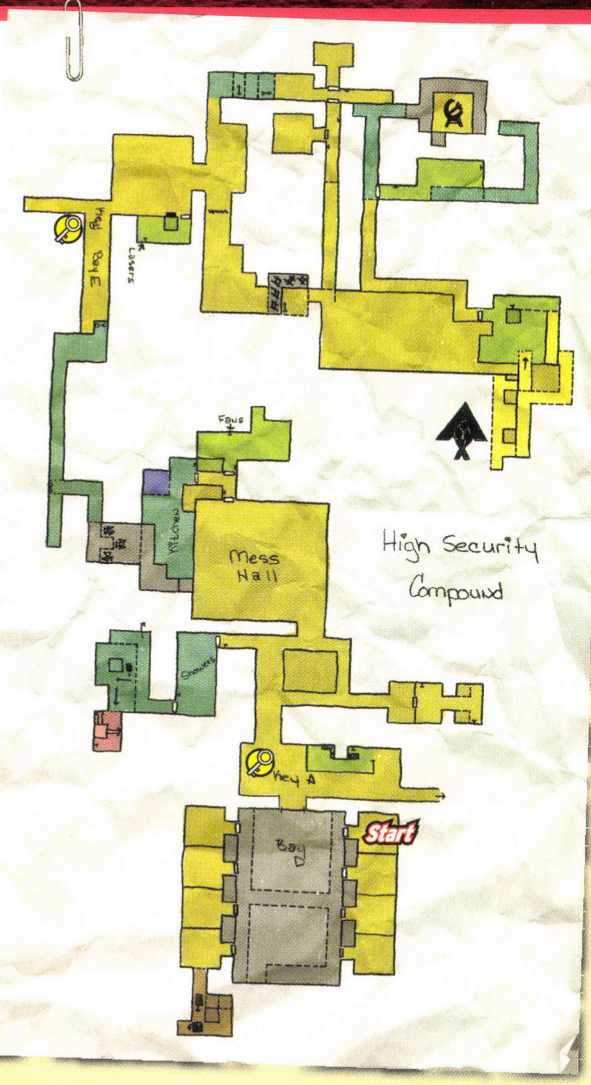
Overview

Mission 14
High Security Compound

Stripped of all your weapons and left to find a way to escape without your usual "negotiation" tools, the key is in the other prisoners held here with you...

Item Checklist

Item Name	What it Does	Where it Is
Keycard Type A	• Opens Bay D doors	• Guard in first control room
Keycard Type B	• Opens Bay E door	• Guard at top of ramp, Bay E
Yellow Security Pass	• Use throughout Bays C and X	• Carried by guards in here
Blue Security Pass	• Turns on conveyor belt to warehouse	• Guard (on top of warehouse ramp)



Compound Notes

1 Escaping Bay D

● **Jump into the window to alert the guard.** Rush out and open some other cell doors. Let the inmates kill the guard for you.
● **Enter the last cell on the other side.** Move the blocks in the crawlspace and follow the upper parapet until you can drop down into the control room. Use the switch behind the console to open the doors to Bay D and lead the guard to the inmates. Use his Keycard Type A to open the doors to the Mess Hall.

2 The Mess Hall

● **Run through the showers to the storeroom.** Pull the crate to the end of the room and climb up. Press the switch to flood the storeroom. Drop down and swim to the other side where you can now enter the ceiling.
● **Carefully walk forward.** Jump across the hole and continue down the catwalks to where you can safely drop down into the control rooms at the far end of Bay D. Use the switch to turn off the stove. Return via the catwalks to the hole above the stove and drop down. Exit the kitchen to the control rooms where you can open the grate in front of the fans.
● **Climb up onto the ledge.** Walk through the fans to the ledge. Jump straight across and grab the ledge. Shimmy left, drop down and jump so you land on the opposite ledge. Follow the passage to Bay E.

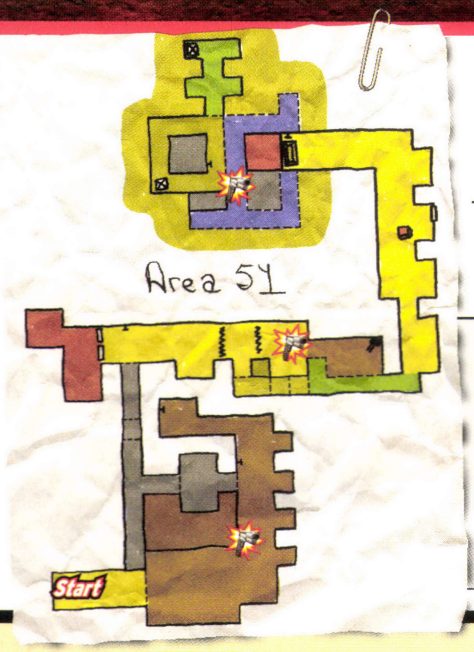
3 Escaping Bay E

● **A guard waits for you** at the top of the ramp in Bay E. Run past him. Hang a right through the open yard, then turn left. (If you go right, you'll trigger a nasty set of sentry guns!) Run down and open the cells at the end of this passage. The inmates will kill the guard; return with his Keycard Type B to the door in the yard and turn off the lasers in the control room.
● **Run past the laser triggers** into the yard of Bay E. Let the guard chase you down the hall to the inmates. Grab his Yellow Security Pass and use it to enter the hangar.
● **Continue on down the hangar halls** until you see the cutscene showing the guard at the bottom of the slope. Instead of taking the slope, head through the crawlspace on your right and follow it down to the floor. Push the button on the pillar to turn on the red laser—this will kill the guard and open the door. Jump over the laser and through the door.
● **Follow the passage to the radar dish** and do a standing jump to grab the ledge across from you. Drop down onto the steps. Follow the steps to the opposite side and face the opening across from you. Put your back to the wall, hold ⊗ and do a standing jump into that opening. Follow that passage to the control room and use the switch. Go back to the top of the radar dish tower and save your game.
● **Drop down the hole into the water below** but be careful; once you hit the water, make sure you swim away before you plunge through a *second* hole into the turbines. You won't need the map anymore; it's basically a one-way trip from here.

Save your game before you drop under the radar dish.

4 Bay C and Bay X

● **Kick hard against the current to the center of the pool.** Get out of the water and jump around the ledges to the green crawlspace; throw the switch at the end.
● **Head back to the pool and find the opening along the bottom wall.** Follow the crawlspace to Bay C; go past the control rooms to the hallway with the guard; stay behind him and get the Yellow Security Pass in the crawlspace to your right. Return to the control room where you can turn off the turbine. Head back to the pool and swim through the hole in the floor. Follow it to the end and come up carefully where you can avoid the yellow lasers and climb onto the ledge. Do a running jump over the next ledge, and into the other pool. Follow that to the warehouse.
● **Just inside the warehouse,** turn left and climb into the side storeroom where you will find some of your gear. Exit carefully; see those lasers?
● **Keep an eye out for guards** and run up the long ramp to the yard. Kill the guard there to get a Blue Security Pass. Run back to the base of the ramp and climb the ladder to the control room; turn on the conveyor belt.
● **Run back to the warehouse.** Use the crate at the bottom of the ramp to climb up to the rafters. Take out the guard and use his Security Pass to open the doors to Bay X. Run through the yard of Bay X and into the garage; jump into the back of the open truck to end the level.



Mission 15

Area 51

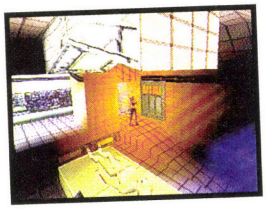
The fourth and final artifact is here in Area 51—somewhere. The MPs here aren't exactly going to hand it over to you, so...you'll just have to kill them all...

Item Checklist

Item Name	What It Does	Where It Is
Code Disk 1	• Moves missile in the large silo	• Dropped by guard in small missile silo
Hangar Key	• Opens hangar doors	• Dropped by guard in rafters above large missile silo
Launch Pass	• Allows large missile launch	• On top of "weather balloon" in hangar
Code Disk 2	• Opens gate under craft	• Dropped by guards back up at ground level

1 The Arrival

• **Climb out of the truck.** The MP here will run to close off access to the Armory. You've got to spot him first and keep that from happening.
• **Use the switch by the grate.** Crawl through to the big hallway. Crawl under the first lasers, then turn right and crawl around to the back of the hallway. Continue on to the end of this hall. Press the button and fall through into the yard. Kill the guard before he releases the dogs and shuts off access to the secret. Drop onto the grates, trip the switch, crawl through and drop onto the next map.


Area 51 has plenty of neat sightseeing venues...

2 The Security Block

• **Run down to the red-glowing cell block** and release the prisoner. Run back up to the green-tinted hallways, cross the glass floor and locate yourself on the map.
• **Spiral down to the control room where you will be ambushed.** Push the button to open the grate and make your way up to the missile silos.

3 The Missile Silos

• **Kill the guard on the catwalk** in the right-hand silo (the one with the large missile). Check his body and get the Code Clearance Disk. Head back to the left-hand silo (the big room with the small missiles). Use the disk in the terminal on the floor to move the missile out of your way. Climb the ladder between the missiles to the rafters. Kill the guard and get the Hangar Access Key.
• **Take the passage on the silo floor down to the monorail tracks.** Lower down to the floor beside the tracks. Head to the end of the tracks and climb the ladder. Push the button to summon the train. Head back down and crawl under the tracks. Climb the ladder on the other side.
• **Jump onto the train.** Walk to the front and pull up into the passage above. Use the ceiling to cross over the grates. Climb down and jump across to the other platform.
• **Kill all the MPs here and watch out for lasers.** Run to the top of the passage (pay no attention to that huge ball of swamp gas in the hangar) and climb over the crates. To open the double doors, hit both buttons on the upper catwalks and get through before the doors close.
• **Face the large bank of switches** and hit switches 2, 4 and 5. This will open the hangar doors.

4 The Hangar

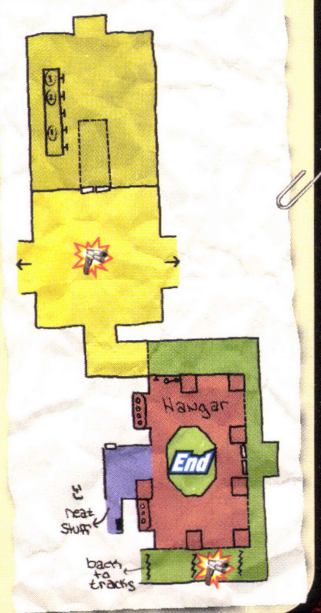
• **Run back to the hangar and check out that ball of swamp gas.** Hmm...On closer inspection, it appears to be a weather balloon. Cross the hangar and push the button, then climb the ladder and backflip onto the rafters. Jump across the rafters until you can hop down onto the catwalk that extends over the weather balloon. Drop down and retrieve the Launch Code Pass.

5 Missile Command

• **Return to the passage behind the large missile.** Drop down and enter Launch Control. Use the Launch Code Pass to open the launch controls, and save your game. Press the button to launch the missile then quickly turn and run to the back of the room behind you to escape the exhaust. Return to the upper areas of this silo. Climb the ladder all the way to the yard at the top (not shown on map). Kill the MPs here to get a new Code Clearance Disk and find your way back to the hangar.

6 The Artifact

• **Cross the hangar to the control room.** Use Disk on the terminal here and you can check out a fake alien autopsy. Return to the hangar. (You can reach the water tank—the third secret—from the rafters above.) Walk under the weather balloon and climb inside. Make your carefully to the top, where you will find the artifact.



Overview

Mission 16

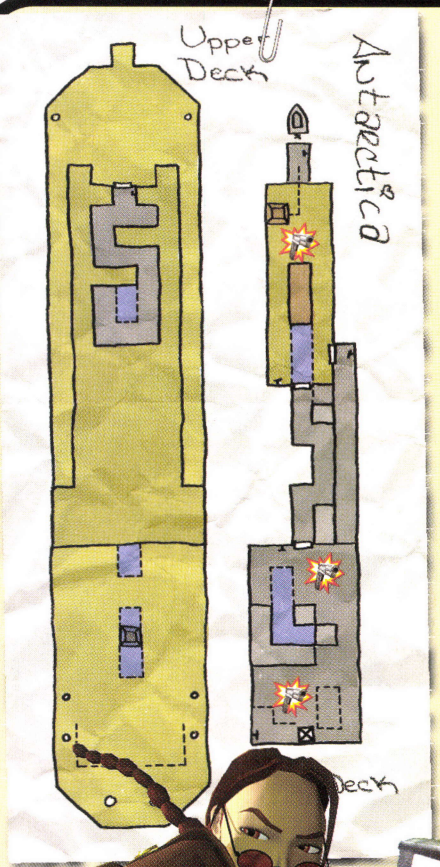
Antarctica

Your main objective here is to find the Indra key and enter the Temple Ruins. Problem is, recent mudslides have blocked access to the main door to the temple, so you must find a "back way" in. And, of course, somewhere along the line you need to find that key.

Item Checklist

Item Name	What It Does	Where It Is
Crowbar	• Opens boarded-up doors	• In the warehouse with the deadly slamming doors
Gate Control Key	• Opens waterway gates	• In offices behind husky pens

Antarctica Notes

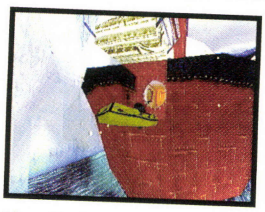


1 The Tanker

● **The icy waters here can kill you quickly,** so keep an eye on your "thermal" gauge. Follow the ice blocks along the side of the ship, entering the water when necessary to pull up on the next iceberg. On the final section you should be even with the back of the ship. Turn right and scale the ice blocks to the top; use the handholds and drop down to the back of the ship.

● **Drop into the hold.** Run back to the engine room and pull the switch to open the grate to the lower deck. Follow the long passage to the door at the end. Drop into the passage at the back of the room; follow that to the switch that releases the ship's boat.

● **Return to the nearest blue-tiled section** and pull up into the hallway that leads to the front deck. (Explore the side rails if you want the first secret!) Backflip over the large protrusion at the front of the ship and land in the ship's boat.



Your first step is to get to this boat.

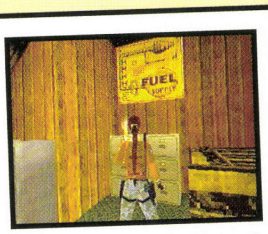
2 The RX-Tech Compound

● **Take the boat down the icy river passage.** (If you're into secrets, don't miss that small cave on the left!) Follow the river to the landing and jump out of the boat so you can deal with the guard. Use the handholds on the metal catwalks to cross over to the other side. Follow the passage here to the Site One—it's not on the map, but you'll recognize it by the tall metal towers and the flaming barrel. Go through the door and follow the passage to the Main Site (refer to the map).

● **Turn left at the water tanker and head for the warehouse.** Those automatic doors will kill you, so don't get pinched. At the top of the warehouse you will find a crowbar; grab that and return to the water tower.

● **You need to power the generator to use any of the door switches.** Head across the Main Site to the opposite side and cross the bridge to the kennels. Follow the passage at the back of the tunnels to the ruined HQ. Turn right at the fire and enter the generator building. Drop down the hole and turn the wheels marked #2 and #4. Pull the switch upstairs and you will turn on the generator; now you can use the door switches.

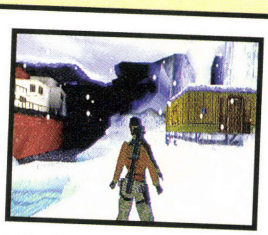
● **Return to the kennel and blast your way in to the office at the back.** You'll find the Gate Control Key on a crate at the back. Go back through the Main Site and past Site One back to the landing. Use the crowbar on the outside door, and the key in the lock inside. Press the button to open the river gates.



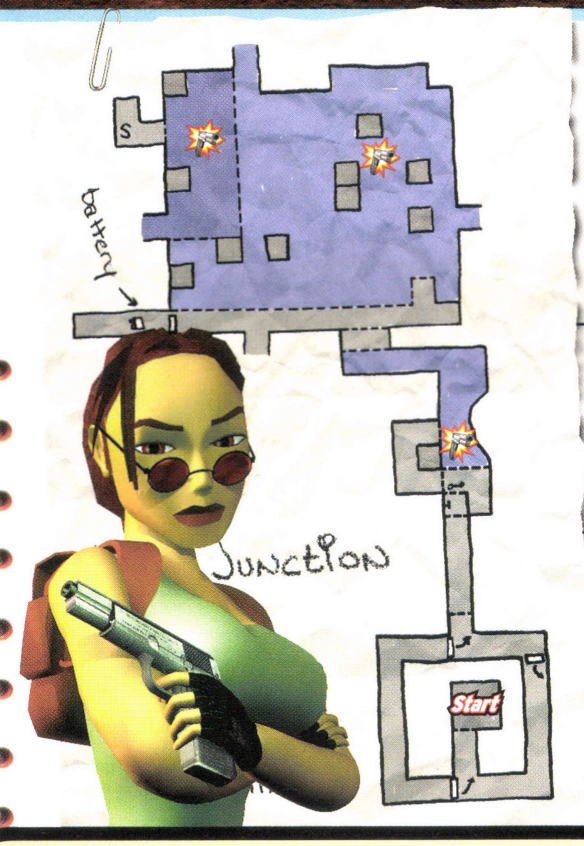
Climb the ladder on the main tank to enter this office.

3 Death Wish

● **Hop in the boat and follow the water to the tunnel opening at the end.** (On the way, you might want to stop at the first landing with a red flag; there is a key hidden in the water here that opens the hut at the beginning of the level: the third secret.) Otherwise, hop into the passage and follow it to the head of the RX-Tech mines. Take out the guards and run around the building to the next level.



Take the ATV across first then jump to the side door.



Mission 17

RX-Tech Mines

Still in hot pursuit of the villain, you've got to battle your way past hordes of his mutant creations, as well as some leftover RX-Tech guards. You've got no friends here—they're all gonna pay.

Overview

Item Checklist

Item Name	What it Does	Where it Is
Crowbar	• Opens barred door in main cart junction	• On catwalk in cave at end of middle track
Lead Battery	• Powers winch at end of upper track	• In short hallway behind door in main junction
Winch Starter	• Lowers observation tank at upper track	• At bottom of pool at the end of lower track

1 Into the Mines

● **Climb out of the mine shaft into the crawlspace above.** Follow the "trick" hallway until you wrap completely around, then turn and go the other direction—the trick is to approach the final door from the opposite side so you can see the hallway behind it. Follow the second crawlspace to the battle. Kill the guard. Follow the tunnel to the main cart junction.

● **Head to ground level and kill the mutant.** Take the catwalks up to the suspended building and turn on the power. (There is a secret in the wall behind the office; climb on the office roof and do a backflip-twist to grab the ledge.)

Mine Notes

2 The Mining Carts

● **Time for a trip in the mine carts!** While you are in the cart, you will need to use the ◉ button to apply the brakes, and the ✕ button to smack the track switches. You'll also need to use R1 to duck; and using the D-pad to lean left and right can help keep you on the tracks.

● **Hop in the cart on the middle track.** This is the hardest track. You need to use the brakes so you don't wipe out on the curves, but be careful not to use the breaks before you hit a ramp! To hit that track switch at the end, press ✕ right when you are beside the switch.

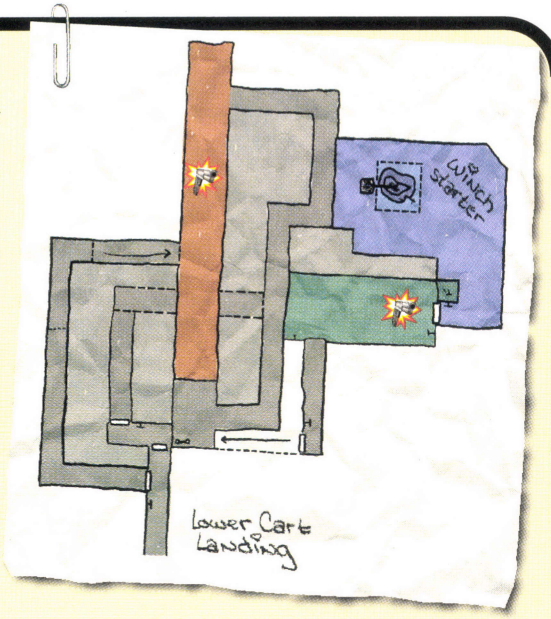
● **Get out of the cart onto the landing.** There is a mutant lurking here; dispatch it then crawl under the drills. Follow the passage to the top of the slope; slide down backward and grab the edge, then drop down.

● **Get clear of the edge and look for the tough mutant.** After you kill it, start making your way down the crevasse. There is a mutant at the bottom, but the exit you are looking for is one level up from the bottom; just shimmy left along the crack until you can pull up.

● **Enter the cavern with the pool.** There is a mutant here as well as a guard with a flamethrower; kill them both from a safe distance. Climb up on the catwalk over the water and grab the crowbar. Before you leave, look up on the walls for the green-glowing opening. Jump up on the large snowbank to the right, then jump and catch the wall. Shimmy over to the opening. Trip the switch at the end—this opens the door at the back of the secret area in the main junction.

● **Jump from bank to bank to exit this cavern.** Just keep climbing up, past the ice crushers, back to the landing. Take the cart back to the main junction.

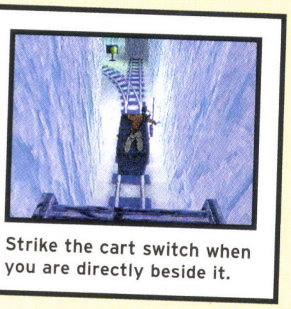
● **Use the crowbar on the door and get the battery.** Hop in the lower cart and take it to the lower cart landing (see map).



3 The Lower Landing

● **Head into the passage ahead and take the side door.** Follow the passage around and slide down to the steam grate. Follow the passage on the other side—stop off at the crawlspace if you want to crawl under the grate for pickups. Be warned—this will release a second mutant.

● **Follow the passage to the ladder.** Climb up and enter the second door. Follow the passage to the control room. Get your guns ready, a tough mutant will be coming through the door. Kill it and head out the way it came in. Jump in the pool and retrieve the winch starter, then return to the landing and take the cart back to the main junction.



Strike the cart switch when you are directly beside it.

4 The Upper Landing

● **This is the most difficult part of the level.** The cart ride is easy, but you're going to need lots of medi-packs (three or four large packs) once you reach the landing.

● **Take the upper cart to the landing, and use the battery and the winch starter on the winch.** Dive into the water and swim down as fast as you can, under the observation tank, and into the hole on its bottom. Yes, the water is freezing; yes, you'll die if you don't use a large medi-pack to make it to the hole.

● **Once you are warm,** swim down to the green-glowing lights, through the passage to dry land. Expect to burn another medi-pack.

● **Once more and you are done.** Jump from the ledge, swim straight across and up the long tunnel to the top. Climb out into the cave above. (There is a secret hidden on the ledges below the bridge.) Cross the bridge to the building, open the door, and exit the level.

Overview

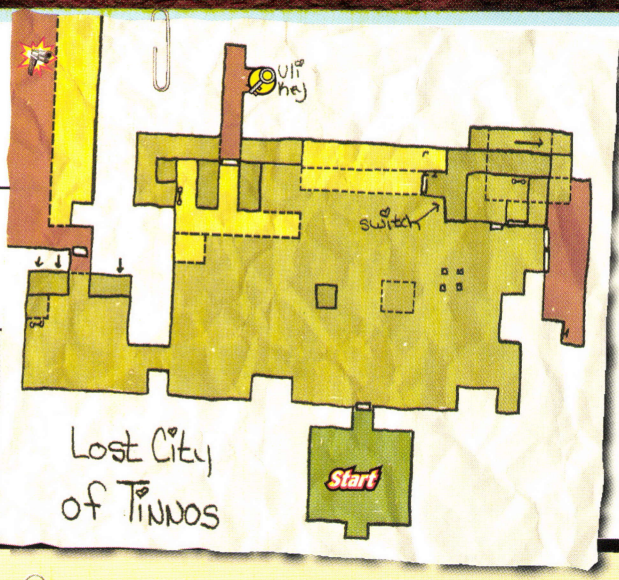
Mission 18

The Lost City

Ultimately you've got to escape the Lost City in pursuit of the villain. Unfortunately, the city is huge, and there are lots of obstacles in your way. The true test begins when you pass the huge bridge and find the four elemental puzzle rooms...

Item Checklist

Item Name	What It Does	Where It Is
Uli Key #1	• Opens main grate	• Alcove behind main facade
Uli Key #2	• Disables sunray	• In large room with puddles
Oceanic Masks	• Move the four statues to turn off sunray	• One as a "prize" at end of each of the elemental puzzles



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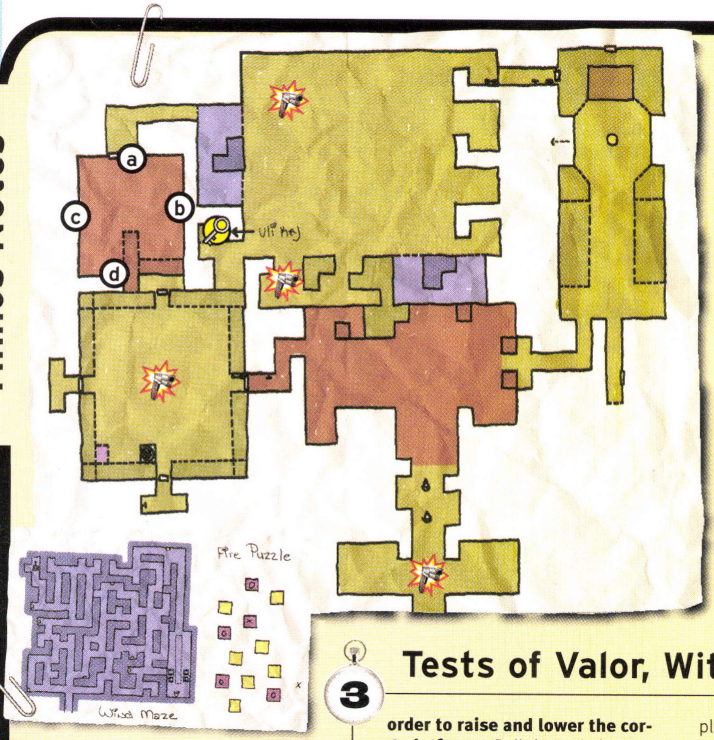


1 Clearing the Way

● **First you need to escape the opening room.** Climb the ladder to the left of the main facade. Pull the switch to open the doors below. Get the Uli Key from inside. Use the Uli key in the lock on the right-hand side of the room.

● **Enter the grate and climb the ladder.** Drop out the window behind you onto the ledge and pull the switch. Climb back into the upper area and slide down the ramp. Pull the switch at the end of the room. Exit and run across to the room on the left.

● **Climb the extended wall to the puzzle above.** Turn dials 1, 2 and 5 (marked on the map). Climb down and walk onto the first bridge.

2 The Ruined Bridges

● **Be careful as you approach the bridge.** High up on your right is a glowing nest of mutant wasps. (This is the first secret; finding the invisible blocks that lead up there is up to you.) Ignore the wasps if you can; they just keep coming and waste ammo.

● **Run to the end of the bridge and jump to the rocks on your left.** Climb left and jump to the other arch. Run to the second bridge.

● **Watch for the demons guarding the second bridge.** Turn left at the large room at the end and enter the next area (use second map).

3 Tests of Valor, Wits and Courage

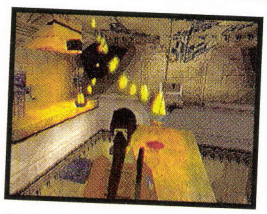
● **There are three demons in the alcoves.** When you reach the center, they will be released. Enter the alcove and use the switch to raise the platform outside.

● **Climb the carved block and jump to the upper walkways.** Crawl through the passage into the next room with all the platforms.

● **Pull the switches in the correct order to raise and lower the correct platforms.** Pull the switches in this order: Wall A, top; Wall B, top; Floor; Wall B, lower center; Wall A, top. All the platforms should be in place.

● **Make your way across the platforms along wall C.** The last platform is tucked under the bridge; do a standing jump with ⊗ held down. Jump up and grapple the bottom of the bridge to wall B. Pull the switch.

● **Ridiculous secret time!** From the platform, pull up onto the bridge. Pull the switch at the end and get ready to run! You've about three minutes to reach the secret door before it closes: Exit through the doors on the floor. Cross the room with the puddles and climb the ladder. Pull the lever, cross the room with the shaft of light, up the stairs, into the right-hand passage at the end, past the flaming pots, across the bridge and down the rocks to the floor.



Open the exit doors by using the correct switches.

4 The Oceanic Masks

● **At the top of the stairs you will find the tests of the four elements.** Carefully step around the shaft of light at the top and pick one of the four tests:

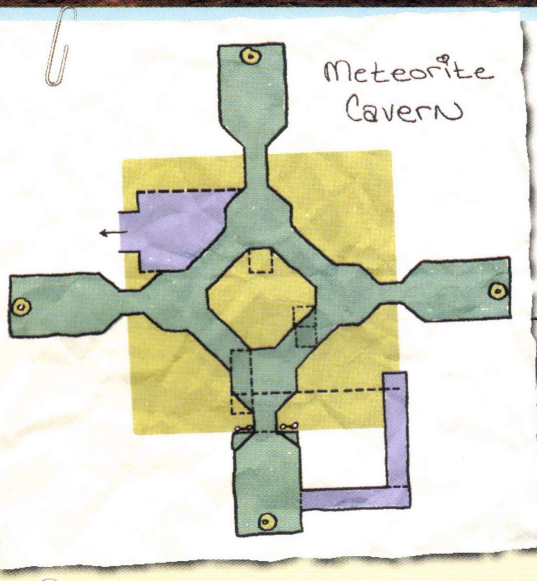
● **The Wind Puzzle:** Use the map to reach the long hall at the end with the spiked logs. Side jump from the left ramp to the right, and back again, to avoid the logs.

● **The Earth Puzzle:** Head right through the muck and climb up onto the rocks as soon as you can. Follow the path. After you grab the mask, walk/jump slowly to the exit.

● **The Fire Puzzle:** Use the map to cross the first portion; the pillar marked with an X is only safe for a moment; get on and get moving! In the dragon room, hang from the invisible blocks, then pull up and do a running jump to the next block. Pull the switch on the right to set up your escape.

● **The Water Puzzle:** Swim down past the first two scythes. Face the wall with the four passages. Enter the left cave for some air. Pull the switch and hurry back into the right-hand opening, and through the grate. In the next area, go through the open side and pull the switch. Head out for some air. Go to the opposite side through the grate, get the Mask and pull the switch. Cross back to the other opening again, and squeeze through the crack at the end. Return to the cave with the four holes. Get some air then go through the bottom hole and return to the puzzle room.

● **Use the four Masks in the receptacles at the bottom of the shaft of light.** You will also need the second Uli Key from the puddle room. After you use all four masks and the Uli Key, the shaft of light will be deactivated, and you can drop through the shaft into the next level.



Mission 19

Meteorite Cavern

Recover the four Artifacts, destroy the final Boss and escape the level: Easier said than done!

Overview

Item Checklist

Item Name	What it Does	Where it Is
The Artifacts!	• After you gather all four artifacts, the meteor will crash into the pit—now you can kill the Boss!	• One at the end of each of the four arms

Cavern Notes

1 The Basic Strategy

• Prepare for your toughest challenge yet. Defeating the final Boss requires patience, controller skill and some good equipment. You won't need any medi-packs—his shots will kill you pretty much instantly—but it will help immensely if you have four Save Crystals ready for this level.

• The final Boss has two attack forms. If he gets close enough, he can tear you up with any of his appendages, but the attack you really need to fear is his bio-plasma. If you hear him shoot, kiss your butt goodbye: The bio-plasma tracks you down and kills you in one hit.

• The object is to force him to chase you instead of shooting at you. Stay on the outside ring and keep running in circles, and he'll keep chasing you.

• Don't try for any of the artifacts! You have to keep careful track of when you are about to down the Boss—because he's going to get back up! The trick is to down the Boss when you are at the end of one of the halls, put away your weapon, sprint down to grab the artifact and sprint back to the circle before the Boss gets up. Every time you successfully get an artifact and get back into the circle—with the Boss chasing you, not shooting you—you should save your game.

You think small arms fire is gonna take this thing down?

2 The Plan in Action

• Settle in for a long game of cat and mouse. As you run around the circle, keep your most powerful weapon ready. When you have some distance between you, roll so you face your pursuer, fire off a shot, roll again and keep running. If the Boss gets too close, you will need to sprint to put some distance between you.

• Timing is essential. You have to drop the Boss when you are right in front of the hallway, so you have time to run down, get the artifact and back to the center circle before he gets up. The chart to the above-right shows you exactly how many shots it will take to drop the Boss with each of the weapons. (Just in case you run out of ammo and have to mix-and-match, there's also a damage estimate. Figure the Boss can take 200 damage.)

• Fire the "killing" shot only when you are at the top of a hall with an artifact! You can see a green glow on the halls that still have artifacts. Count your shots carefully. You don't have time to wait and see if the Boss is going down. You have to be *sure* he is going to drop, because you need to be sprinting to the artifact and getting back out before he gets up.

• After you collect all four artifacts, the meteorite will crash into the pit. The Boss is vulnerable now. Kill him one last time, and he is down for the count. Definitely save your game after you finally kill that bastard—because you're not done yet!

Boss Damage Chart

Weapon	Shots to Kill	Damage
Pistols	100	2
Shotgun	18	11
Desert Eagle	10	20
Uzis	200	1
MP5	70	2.8
Grenades	5	40
Rockets	4	50

Keep running around the pit and he won't blast you.

3 The Final Escape

• Jump onto the climbable wall on either side of the first hallway. Climb onto the ledge at the top and take the hallway on the left. Follow it outside.

• Jump and grab the ceiling. Go hand over hand to the end and drop. Take a running jump across to the next ledge. Jump up to the ledge directly above you. Turn and look across the chasm at the "hidden" ledge across from you. Take a running jump across and pull yourself up into the snow. Freedom! No, not yet...

• Slide down the passage into the guard compound. Get ready to dispatch some enemies. The first is directly ahead as you exit the passage. Turn left and kill the guy right beside you. Walk forward and kill the flamethrower guard who will come from between the buildings. Face the gate at the end of the yard and kill two more guards who run out of the barracks. Run down to the barracks and kill one more guard hiding inside the doorway. Press the switch here.

• Run back to the passage between the buildings. Follow this around to the heli-pad. After the helicopter lands, the gate will open. Run through to end the level!

Not much of an ending—but at least you made it!

Lost Level Notes

Overview

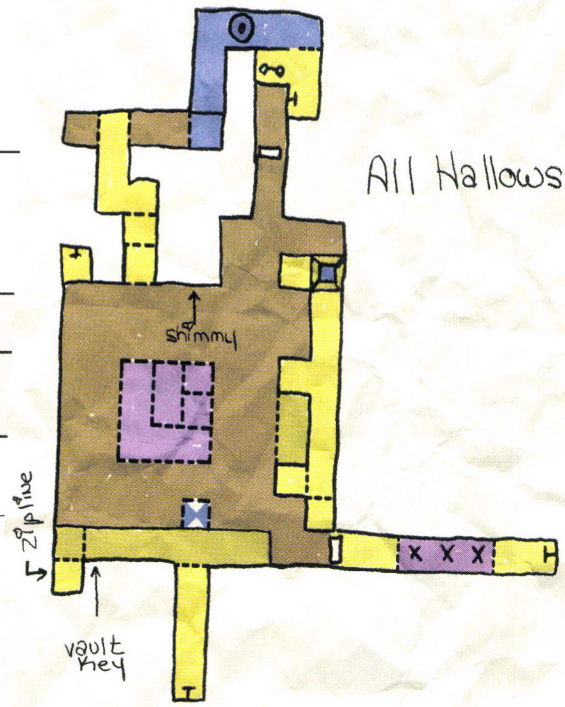
Mission 20

All Hallow's

This "lost level" is your reward for getting all of the secrets in the game. Compared to what you've gone through to get here, it's a huge letdown.

Item Checklist

Item Name	What It Does	Where It Is
Vault Key	• Opens vault door	• In alcove on bookshelf wall, above zip line

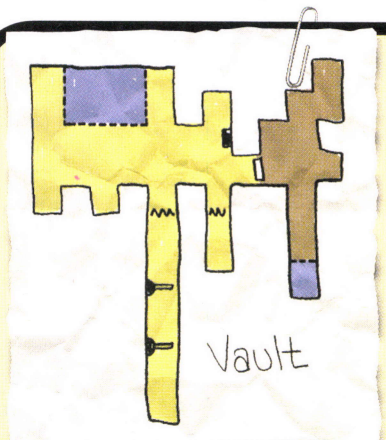


1 Entering the Cathedral

• **We'll use the catwalks above to reach the cathedral roof.** Start by pulling up on the one platform you can reach. Use running jump-and-grabs to work your way clockwise up and around the dome to the top.

• **Stop when you reach the platform in the center of the dome.** Heal up to full, then jump up and grapple your way to the last section, about halfway. Drop onto the sloping section and slide onto the breakaway floor above the cathedral.

• **After your fall into the cathedral, you should be almost dead.** Pick up and use the large medi-pack on the catwalk.



Beautiful–but not worth the trouble it took to get here.

2 The Cathedral

• **Start by jumping onto the purple platform sticking out of the south wall.** From there, look to the east wall, below the stained glass windows. You can hop over onto any of the raised platforms there.

• **Jump over to the south wall (with the bookshelves).** Walk forward and pull yourself up into the opening above. Run to the end and pull the switch. Return to the bookshelf tier.

• **Drop down onto the diamond-pattern shelf below you.** From there, you can drop to the floor with minimal damage. Pull yourself up on the platform on the east wall. Turn around and jump over the railing onto the structure in the middle.

• **Jump from the structure to the crack on the north wall.** Shimmy all the way to the left and pull the switch there. Grab the crack again and shimmy all the way to the right where you can drop to the floor with minimal damage.

• **Run through the door in the southeast corner without stopping.** The breakaway floor there drops down onto some spikes. Throw the switch at the end of the hall and grapple the ceiling to make your way out safely.

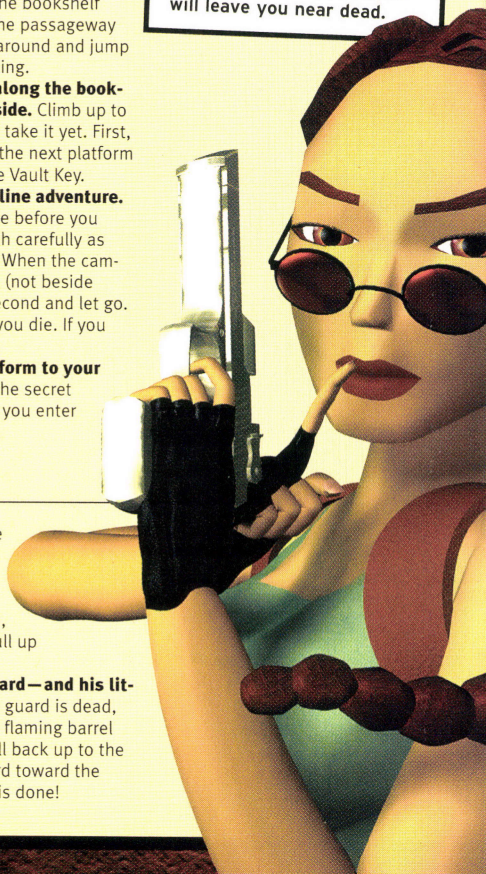
• **Jump back onto the structure in the center.** This time, turn south and jump across to the diamond-pattern platform, and pull up on the bookshelf again. Climb up into the passageway above you, then turn around and jump out to grapple the ceiling.

• **Grapple your way along the bookshelves to the west side.** Climb up to the zip line but do not take it yet. First, jump up and climb to the next platform where you will find the Vault Key.

• **Get ready for a zip line adventure.** You might want to save before you grab the zip line. Watch carefully as you cross the zip line. When the camera moves behind you (not beside you!) pause for one second and let go. If you drop too soon, you die. If you drop too late, you die.

• **Crawl over the platform to your left and drop down.** The secret door will open and let you enter the deathtrap section.

Your fall into the cathedral will leave you near dead.



3 Into the Vault

• **Follow the passage to the end and drop down.** You will be looking down a spike-and-fire filled pit. Jump up and grapple the ceiling and start crossing. You will catch fire. Don't be alarmed; as soon as you clear the spikes, you can drop down into the pool and douse the fire.

• **Swim through the tunnel and past the automatic crusher.** Pull up on the ledge on the opposite side and crawl through the passage ahead. Throw the switch there and return to the ledge. Climb the wall all the way to the top. Jump over the grate in front of the doorway (or risk falling down into the water again). Climb up the pillars on your left and drop down the hole into the vault.

• **Use your guns to shoot through the steel grills blocking your way.** At the end of the first tunnel (past the blades) is a switch. Pull this switch then jump over the traps and exit. • **Use the Vault Key to open the vault.** You'll find a medi-pack to your left, but there is little need for it; you're almost free. Head right and drop into the water at the end. Don't get lost in the water here. Take the first right-hand branch, then take a left and pull up into the guardroom.

• **Take care of the guard—and his little dog, too!** Once the guard is dead, carefully step past the flaming barrel and climb the long wall back up to the cathedral. Walk forward toward the goodies and the level is done!

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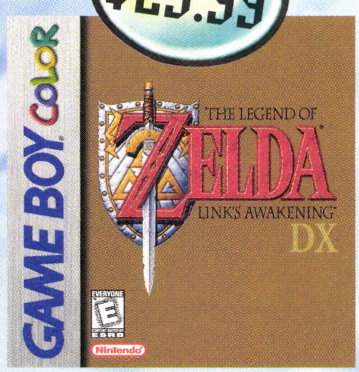

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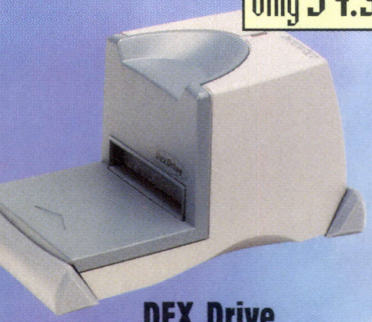

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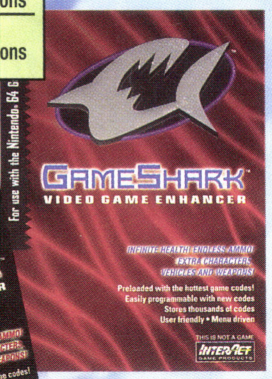

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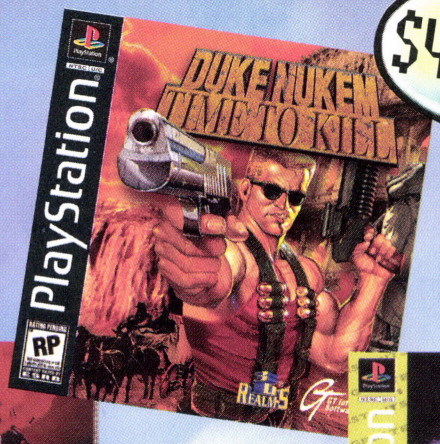

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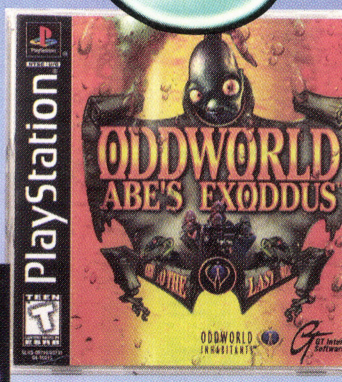

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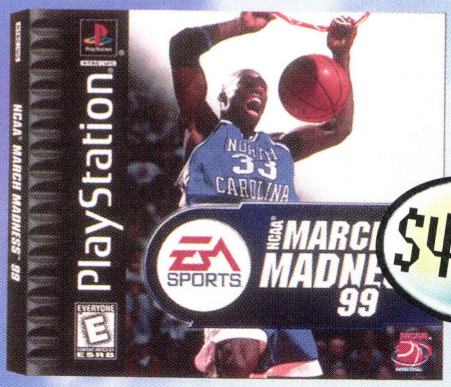

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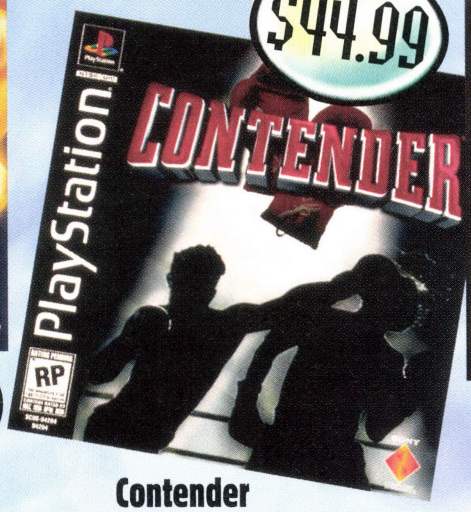

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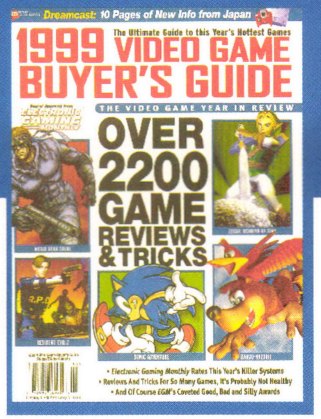

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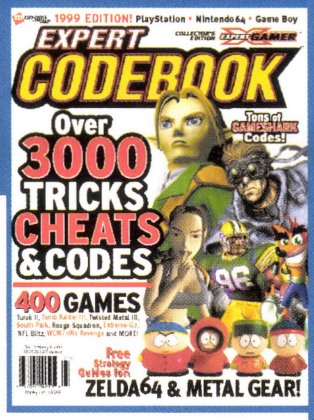

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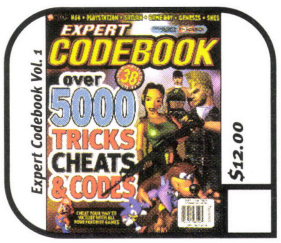

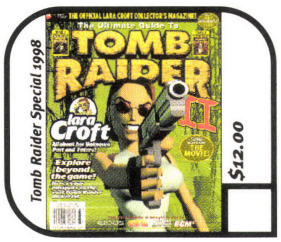

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Super Strategies for 128 Wrestlers!

WCW/nWo Thunder

XG Strategy
by Pat Dolan

If you've played WCW Nitro, you know exactly what to expect with WCW Thunder. It's the same basic game with a slightly different control system, programming improvements and many new options.

What you get in WCW Thunder is basically a re-creation of the flash, style and story of the WCW. Like the real WCW, in Thunder you can see wrestlers win and lose belts, and get assistance from allies who run into the ring. You can use weapons to beat up opponents, and wrestlers can switch from one affiliation to another, with appropriate costume changes and changes in crowd approval.

WCW Thunder accurately captures the attitude of pro wrestling, and provides plenty of gameplay options to really extend the life of the game. If you're a wrestling fan, check out WCW Thunder.

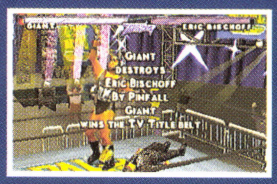
Play Modes

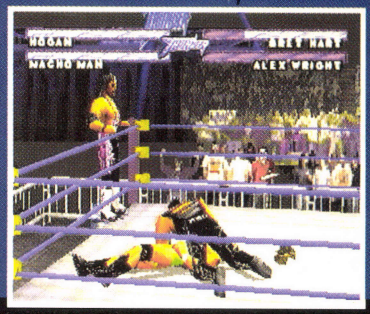
One big improvement on WCW Nitro are the different play modes in WCW Thunder, with slightly different rules and/or winning conditions.

Belt Contests

There are three belts you can compete for: World Heavyweight, U.S. Heavyweight and the TV title. The only difference between the modes is the number of opponents you have to fight: 10 for the World Heavyweight, seven for U.S. and five for TV. The last character you fight in each mode is the current holder of the belt; the rest of the lineup is random. Winning any belt with one of the first 32 characters will unlock one of the secret characters.

The easiest way to win the belts is to use the CRUSH THE CPU technique on the Easy skill level. You should get through each round in less than a minute by doing this.



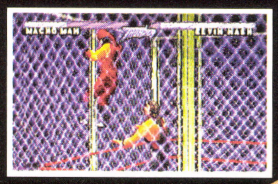


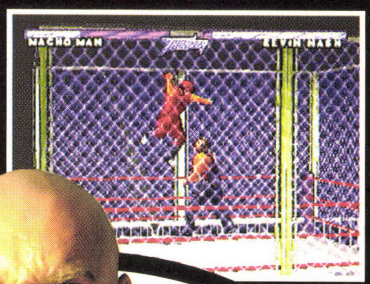
Database

time to complete	three hours
challenge	easy
best wrestler	Goldberg
best move	Test of Strength
coolest ring	USO
system	PlayStation
publisher	THQ
developer	Inland

Cage Match

In the cage match, no run-ins or weapons are available, and you can't lose due to a ring out. Plus, you can climb the cage walls and jump off them to attack your opponent. Other than those changes, it's the same basic contest; wear your opponent down and pin him for a win. Again, the easiest way to beat this mode is by using the CRUSH THE CPU technique. It's actually a bit easier than winning a belt, since you don't have to worry about the CPU opponent calling for a run-in and dragging the match out.





Battle Royale

In this mode, four wrestlers at a time go at it in a chaotic free for all. To defeat wrestlers in this mode, their strength must be reduced to red, and then they must be picked up and hurled from the ring. When this occurs, they'll run backstage and a new wrestler will come out to take their place. This continues until 29 wrestlers have been defeated, at which point the last remaining wrestler is the winner

To win this mode, simply keep engaging your opponent in Tests of Strength, then attempt to throw him from the ring when he's in the red. With the angles this mode is viewed at, it can be difficult to line up properly with your opponents in order to throw them. To simplify this, you can throw them into a turnbuckle, giving you the chance to attack directly from the left or right, making it easier to throw them.

Some Pretty Cool Codes

Each code is entered on the Options Screen. These codes are exactly the same as they were for NITRO—so be advised that the codes may change in the final production of the game.

ALL WRESTLERS
R1 R1 R1 R1 L1 L1 L1 L1 R2 R2 R2 R2 R2 R2 R2 R2, Select

ALL RINGS
L1 L2 R1 R2 L1 L2 R1 R2, Select

RANDOMLY SELECT RING
Select

BIG HEAD
R1 R1 R1 R1 R1 R1 R1 R2, Select

BIG HEAD, HANDS and FEET
R2 R2 R2 R2 R2 R2 R2 R1, Select

General Strategies

• **Keep It Simple:** Stick to simple moves you can execute quickly. Whoever triggers his move first, and whichever move has the fastest animation, is the one that goes off. There is a marginal amount of prioritizing of moves, but this is usually offset by the speed of triggering coupled with the speed of the move's animation.

Most Damaging Basic Moves

Basic attack:	Punch
Basic throw:	Backbreaker
Grapple move:	Piledriver
Enemy on mat:	Stomp
Enemy in turnbuckle:	10-Punch
Enemy running:	Clothesline
Player on top rope:	Missile Dropkick

• **Play Smart:** Let your opponent come to you whenever possible. This gives you a slight edge, since you're doing your move while he's still walking toward you, giving you a better chance of pulling your move off.

• **Work the Crowd:** If you're low on energy, use your taunt to regain some when you knock your opponent to the mat, instead of pounding him while he's down. The best way to regain health, however, is to engage in a Test of Strength and rapidly tap buttons.

• **Know Thyself:** Learn your wrestler's signature moves; they'll do more damage than the standard attacks.

• **Play Aggressively:** Blocking and/or backing away from your opponent is of little use. The timing required for a successful block is very strict, and it won't block throws. Backing away often doesn't take you far enough away from attacks, and will be overridden by throws anyway.

• **Get Your Paws Off Me:** If you are caught in a grapple, quickly tap down three times to reverse it and get out. The CPU usually gives you plenty of time to do this, even on the hard skill levels. You need to input the three taps cleanly, so make sure you pause for a moment if you were inputting another move when you got grappled.

• **Kick 'Em When They're Down:** As long as you've got enough energy, always stomp your opponent when you knock him down.

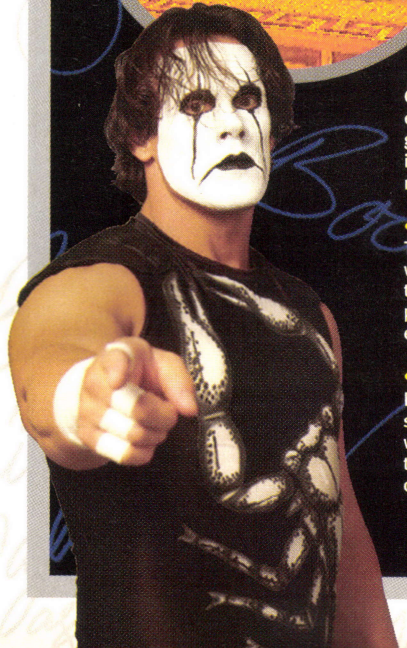
• **The Last Word:** Never call for a run-in unless your opponent has already called for one. If you call first, you'll get double-teamed by your opponent after your run-in leaves. Avoid your opponent and his ally for as long as possible before calling for your own; this will allow you to double-team your opponent when his run-in leaves.

Crush The CPU! (IN FIVE EASY STEPS)

To easily beat the CPU in five steps simply do the following:

1. Engage your opponent in a Test of Strength (▲●).
Then, rapidly tap ●▲■ with three fingers, drumming them across the buttons quickly and smoothly.
2. As soon as the characters release each other's hands, immediately repeat step 1. If you do this correctly, your opponent should have little to no health remaining.
3. As the characters release each other's hands, get your opponent in a basic grapple (toward, ●).
4. Execute a Piledriver (▲●).
5. Pin opponent (●).

This will work on any skill level, though at higher skill levels, the CPU opponent will more often get to launch their own attacks between each of your moves. Either escape the CPU's hold, or simply take the damage & get ready to activate the next step.



Changes From WCW Nitro

• **Control System**
For the most part, the controls remain the same. There are some new moves, but the biggest change is the addition of grappling. To pull off the more powerful moves like the Powerbomb, Piledriver and Vertical Suplex, you must first lock your opponent up with a Grapple (Toward & CIR) and then execute the move. This makes the game feel a bit more accurate and increases the difficulty of doing the more powerful moves.

• **Weapons**
There are now a wide assortment of weapons that can appear outside of the ring. You can pick them up, hit people with them, throw them or even carry them back into the ring.

• **Ring Entrances**
Each wrestler now has an FMV clip showing him entering the ring, which plays before the match. Even the secret characters have their own clips.

• **Affiliations**
The current affiliation of each wrestler is listed on the Character Select Screen. You can change his affiliation at any time, and this change will be remembered and even saved to your memory card. Affiliation governs costume choice as well as who the run-in allies of that character are.

• **Belts**
There are three belts you can win in WCW Thunder. The current holder of each belt has the belt shown next to him on the Character Select Screen. Whoever currently owns the belt will be the defending champion for it in the game. Like affiliation, belt ownership is remembered and saved to the memory card.

• **Extra Wrestlers**
There are 32 wrestlers to choose from when the game begins, and you can unlock 32 more. All have their own FMV entrances and their own unique Might ratings.

• **More Game Modes**
WCW Thunder offers three tournament modes, instead of the Single Tournament Mode of WCW Nitro. Thunder also has a Cage Match and a Battle Royale.

• **Technical Improvements**
WCW Thunder moves faster and smoother than WCW Nitro, especially when three or four wrestlers are on screen at once, making the game much more playable. Also, the Dual Shock controller is supported.

• **Might ratings**
Each wrestler has a rating for four parts of his body: Head, Torso, Arms and Legs. The rating runs from red to white to green, green being the best and red being the worst. The higher the rating, the stronger that character is in that area. Stronger head means they are harder to dizzy, stronger arms means they do more damage with punches and chops, etc.
Once you win a belt with a character, you can adjust his Might ratings however you want, giving you the ability to handicap players or just create super-wrestlers.

Tiers 1, 3, 5, 7

1 Eddy Guerrero

◀ ✕ ✕ Body Scissors
△ ✕ △ Swinging Head Scissors
▲ △ ○ ○ Frog Splash +

1 H. Hogan
2 Eddy Guerrero
3 Ric Flair
4 Veal

2 Hammer

◀ ✕ ✕ Gargoyle Suplex
▲ ✕ □ Belly to Back Suplex
▲ △ △ △ Tiltawhirl Backbreaker ***

1 Bret Hart
2 Hammer
3 Johnny Grunge
4 MC Myque

3 Stevie Ray

△ △ △ Forearm Smashes
△ ○ △ Harlem Flip
◀ △ ○ ○ Shoulder Breaker ***

1 Sting
2 Stevie Ray
3 Rocco Rock
4 Dave Hoffman

4 Scotty Riggs

▶ ✕ ○ Overhead Armdrag
✕ ✕ ○ Manhattan Drop
▶ △ ○ ○ Blockbuster ***

1 Lex Luger
2 Scotty Riggs
3 Glacier
4 Leland Mah

5 Horace

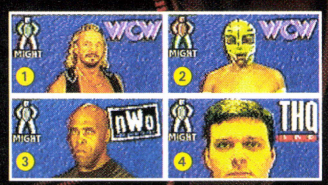
△ △ △ Forearm Smashes
◀ ✕ ✕ Gargoyle Suplex
◀ △ △ △ Meltdown ***

1 Giant
2 Horace
3 Prince Iaukea
4 Sanders

6 Rey Mysterio Jr.

◀ ✕ □ Body Scissors
△ □ △ Swinging Head Scissors
◀ △ △ □ Superplex ***

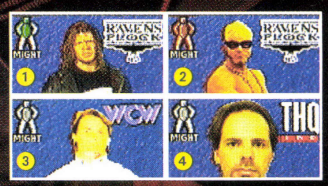
1 DDP
2 Rey Mysterio
3 Vincent
4 Donn Nauert



7 Lodi

✕ ○ ✕ Scoop Bomb
△ □ □ Atomic Head-butt *
▲ ✕ ✕ ✕ Death Valley Driver ***

1 Raven
2 Lodi
3 Tony Schavone
4 Jym Killy



8 Sickboy

△ ○ ○ Spinning Pancake
▲ □ □ □ Oklahoma Slam ***

1 Saturn
2 Sickboy
3 Iron Mike
4 John Ardell

9 Disco Inferno

□ □ □ Russian Leg Sweep
△ △ □ Macho Suplex
◀ □ ✕ ✕ Apocalypse ****

1 Goldberg
2 Disco Inferno
3 Spice
4 Chrome Dome

10 Ernest Miller

▲ △ □ Axekick
▲ □ △ △ Splash (top rope)
▼ □ □ △ Steiner Recliner ***

1 Kevin Nash
2 Ernest Miller
3 Whisper
4 Wireframe

11 Barbarian

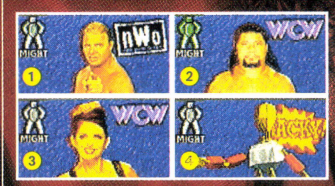
△ ○ ○ Spinning Pancake
△ △ △ Forearm smashes
◀ △ △ △ Meltdown ***

1 Scott Hall
2 Barbarian
3 Tygress
4 Short Circuit

12 Meng

□ □ □ Powerslam
▼ △ ○ ○ Diving Tackle
◀ △ ○ ○ Shoulder Breaker***

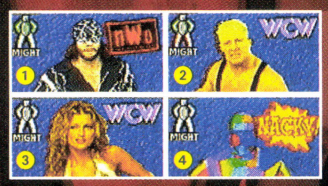
1 Curt Hennig
2 Meng
3 Fyre
4 Robot



13 Fit Finley

□ □ □ Russian Leg Sweep
△ □ □ Pancake
◀ △ △ □ Crippler Crossface ***

1 Randy Savage
2 Fit Finley
3 AC Jazz
4 Tiffany Pane



14 Reese

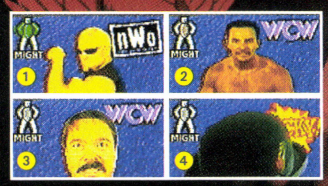
▲ □ △ Backbreaker
▲ △ □ Two-handed Choke Lift
▲ ✕ ○ ○ Choke Slam ***

1 Rick Steiner
2 Reese
3 Chae
4 Astronaut

15 Chavo Guerrero Jr.

◀ ✕ □ Body Scissors
✕ ✕ □ Snap Suplex
▼ ▶ △ △ DDT ***

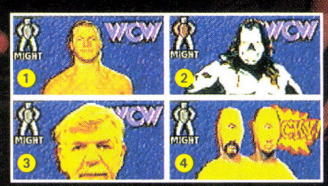
1 Scott Steiner
2 C. Guerrero
3 Lee Marshall
4 Claude Rains



16 La Parka

△ □ △ Head Scissors
✕ ○ ○ Knee Bashes
▼ □ □ □ Lion Tamer **

1 Jericho
2 La Parka
3 Dillinger
4 Arge & Varge



Secret Characters!

There are eight tiers of 16 wrestlers each. The first two tiers are immediately selectable. The other six tiers are for secret characters and won't appear until at least one character in them has been unlocked. To unlock characters in the third (secret) tier, simply win a belt with a character in the first (main) tier. Likewise, win a belt with a character from the second tier to unlock a character in the fourth tier. Each character unlocks the secret character in his same position in the tier. The easiest way to activate tiers 3 and 4 is to set the difficulty to Easy, then compete for the TV belt. Tiers 5,6,7 and 8 were unlocked with the *All Characters* cheat code.

Tiers 2, 4, 6, 8

17 Eric Bishcoff

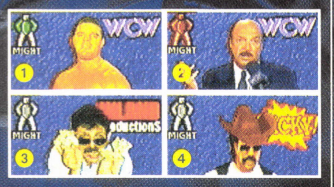
- ■ ✕ ■ — Cheap Shot
- ✕ ✕ ✕ — Double Underhook Bomb
- ▼ ■ △ ● — Figure Four Leglock **

1 Brian Adams · 2 Eric Bischoff · 3 Zoomie · 4 Indian

18 Mean Gene

- ◀ △ ● ● — Back Slam
- △ △ ● — Head Slam
- ▲ △ ■ △ — Torture Rack ***

1 Bulldog · 2 Mean Gene · 3 Jamie · 4 Cowboy



19 Miss Elizabeth

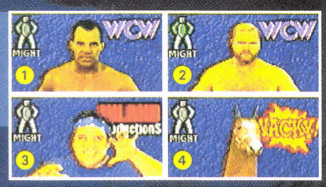
- △ ■ △ — Swinging Head Scissors
- ✕ ✕ ● — Manhattan Drop
- ▲ △ ● △ — Flying Elbow +

1 Booker T · 2 Miss Elizabeth · 3 Stingray · 4 Sargeant

20 Arn Anderson

- ▼ △ ● — Spinebuster
- △ ● ● — Gorilla Press Slam

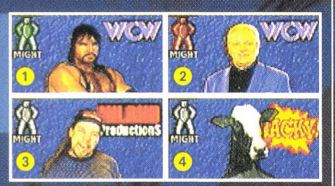
1 Dean Malenko · 2 Arn Anderson · 3 Cobra · 4 Hoof Hearted



21 Bobby Heenan

- ■ ■ ■ — Powerslam
- ✕ ● ✕ — Stinger Splash ++
- ▲ △ △ △ — Jackhammer ***

1 Wrath · 2 Bobby Heenan · 3 Reanimator · 4 Bessie



22 Kimberly

- ■ ✕ ✕ — Face Smash
- △ ■ ■ — Atomic Drop *
- ▲ ✕ ✕ ● — Diamond Cutter ***

1 Ultimo Dragon · 2 Kimberly · 3 Sleep Dep Ed · 4 Guerrila

23 Larry Zbysko

- ▼ △ ● ● — Diving Tackle
- ◀ ✕ ✕ — Gargoyle Suplex
- ▼ ■ △ ■ — Scorpion Death Lock

1 Billy Kidman · 2 Larry Zbysko · 3 5 O'Clock Tony · 4 Adam

24 Sonny Oono

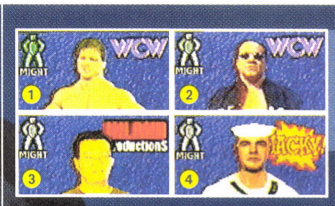
- ◀ ✕ ■ — Body Scissors
- △ △ △ — Diving Clothesline ****
- ◀ △ ■ ■ — Texas Cloverleaf ***

1 Disciple · 2 Sonny Oono · 3 Uncle Monkey · 4 Mantis

25 Mongo

- ✕ ● ● — Knee Bashes
- ✕ ✕ ✕ — Double Underhook Suplex
- ▼ △ ● ● — Football Tackle ***

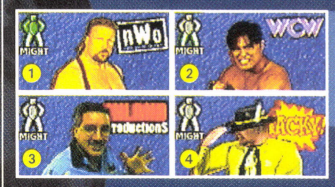
1 Chris Benoit · 2 Mongo · 3 Dudeman · 4 Sailor



26 Kaz Hayashi

- ▶ ✕ ● — Overhead Armdrag
- ✕ ✕ ● — Manhattan Drop
- ▶ △ ● ● — Blockbuster ***

1 Scott Norton · 2 Kaz Hayashi · 3 John · 4 Zuit Suit



27 Jimmy Hart

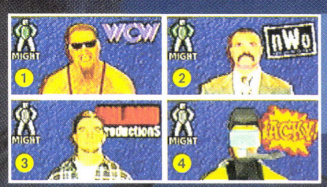
- △ ● ● — Spinning Pancake
- ✕ ✕ ● — Manhattan Drop
- ▶ ✕ ✕ ✕ — Flatliner ***

1 Konnan · 2 Jimmy Hart · 3 Chicken Boy · 4 Flapper

28 Rick Rude

- △ ■ ■ — Slam
- ✕ ● ● — Knee Bashes
- ◀ △ △ ■ — Hennigplex ***

1 Anvil · 2 Rick Rude · 3 Dynamite · 4 Crush Depth



29 Enos

- ✕ ● ✕ — Scoop Bomb
- ◀ ■ ✕ ✕ — Apocalypse ***

1 Roddy Piper · 2 Enos · 3 Benji · 4 Star Fish

30 Psychosis

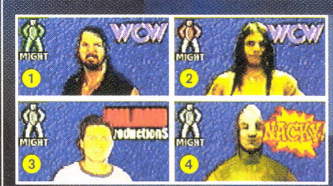
- ◀ ✕ ■ — Body Scissors
- ▲ ■ △ △ — Splash (from top rope)
- ▼ ■ ■ ■ — Tequila Sunrise **

1 Buff Bagwell · 2 Psychosis · 3 Wrestling Matt · 4 Snuff

31 Juventud Guerrero

- ▲ △ ■ — Axe Kick
- △ ■ △ — Swinging Head Scissors
- ▲ △ △ △ — 7 Year Itch +

1 Kanyon · 2 J. Guerrera · 3 Goochie · 4 Squire



32 Rick Fuller

- △ ● ● — Gorilla Press Slam
- △ △ △ — Forearm Bashes
- ▲ △ △ △ — TiltAWhirl Backbreaker ***

1 Alex Wright · 2 Rick Fuller · 3 Dorizas · 4 Bobby

Moves List Key

*	Opponent on mat
**	Opponent on mat, health flashing red
***	Opponent health flashing red
****	After whipping opponent into ropes
+	Jumping from top rope, opponent health flashing red
++	Opponent dazed in turnbuckle

Affiliations

You can change the affiliations of the wrestlers within the game—for example, moving Hogan out of the nWo and back into the WCW. The supersecret characters of tiers 5, 6, 7 and 8 have affiliations to THQ, Inland Productions or the Wacky group. You cannot change affiliations of any of the supersecret characters. As if it really matters: Throw the Nitro girls into the ring with the Sailor and few Wacky farm animals, and all bets are off anyhow.

Battle Tactics and Level Tips

XG Strategy
by Andrew Baran

Dead in the Water tries to be many games in one. It is a Twisted Metal-style vehicle combat game as well as a racer. However, despite all of the secrets and weapons, the game comes off as average. I respect the attempt to merge two genres together, but the game suffers from a definite lack of focus. I found myself wondering which was the main element of the game: battle or racing.

The best qualities of Dead in the Water shine in the form of excellent courses. While a bit stunted for a battle-based game, the many paths made the racing really enjoyable. This is why this strategy is based predominantly on the Racing Mode.

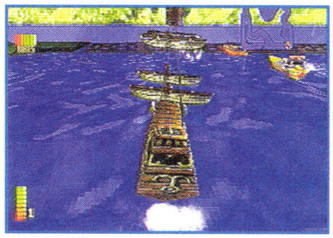
Dead in the Water would make a good rental, as it's pretty easy to burn right through.

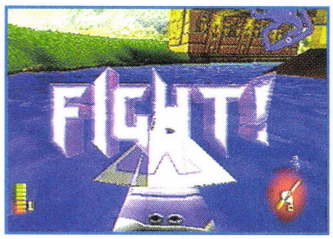
The Gameplay:

To battle or to race: You have the option of choosing to battle or to race. The race is to the finish, while the battle is to the death. The option to buy items and upgrades becomes available between courses.

Racing Mode: There are three seasons to play through. Each will add an additional three levels to the initial three. The final level, Bermuda Triangle, is actually a battle against the last Boss instead of a race.

Battle Mode: Battle Mode pits you against the other boats in a battle to the death. The arenas are opened up a bit more, so that there is more space to fight in. Items of all kind will spawn more throughout the track.





Database

time to complete	two hours
challenge	easy
best weapon	Heatseeker
hardest level	The Log Ride
best advice	earn lots of money!
system	PlayStation
publisher	ASC
developer	Player 1

Battle Tactics...

Dogfighting: The levels in Dead in the Water are laid out so that there are very few if any good niches or ambush spots. As a result, the best way to avoid an untimely death is to keep moving. If you get an enemy boat following you, take immediate action or you're sure to be sunk. When you start to see shots lighting you up, take a hard turn as close to the wall without actually hitting it. This will either throw off your tail, or cause him to ram into the wall while trying to follow you. Watch out for JB Nightstick and his freezing weapon. It can set you up for all sorts of hurt.

Use cover: You can get the jump on your opponents by hiding behind obstacles. The docks of Hong Kong or the ramps in Speedway are excellent hiding spots. These are not ambush spots; rather they are points from which to do Hit-and-Runs.

Weapon collecting: The weapons appear randomly throughout the level, making any pick-ups pretty chancy. Your best bet is to collect as many as you can in the first few minutes of the battle, then go hunting. Your basic guns aren't all that good.

The Shop: Upgrading the Right Way

Knowing what to buy: Purchase the ship upgrades first. The best thing to immediately upgrade is your engine. This will boost your maximum speed past the other boats. Then focus on acceleration. After your acceleration is maxed out, move on to armor. Save your guns for last, as a quick boat never needs to worry about firepower. The funky stuff can add some additional speed to your craft, but it's not too noticeable. If you have some spare cash, buy a few parts. Certain item combinations seem to have more dramatic effects, so experiment around.

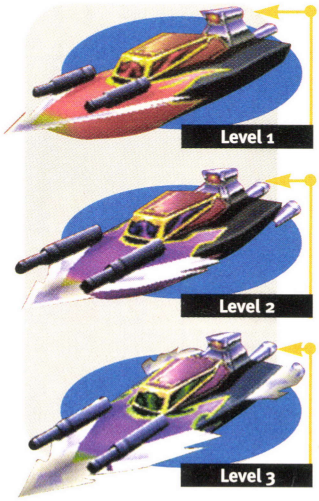
Easy extra money: If you have collected a lot of oils or any of the worthless items, you can sell them at the shop to further increase your money total! It might be a good idea to collect extra items.

Engine: These up your top speeds significantly. Buy these first.

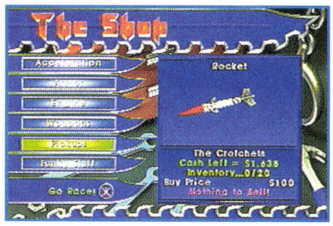
Acceleration: Gets you to your top speed faster. A must for wall-hitters.

Armor: Prevents you from getting clobbered when you're attacked.

Guns: The stronger your guns, the faster you can knock out enemies.



Funky stuff: These miscellaneous items work in mysterious, but barely perceptible, ways. By equipping them you can subtly enhance your characteristics.



The Weapons

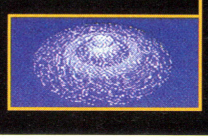
Be prepared: Most often you won't need to purchase weapons. In the later races, you will find that the Nitros and Shields will be the only items you really need to win. If you are afraid of going into a race without a weapon, use Heatseekers.

Torpedo — Cost: $200

Try to hit an opponent while in a corner with the torpedo. It will bounce the enemy boat out of the water, and it can hang it up on a wall.

Shockwave — Cost: $50

Sends a ripple of water forward from your boat. Use this around curves to send the other guys slamming into a wall. A great item to find.



Oil Slick — Cost: $30

By dropping the oil behind your boat, you can slow down enemy boats. As an added bonus, you can set the oil on fire causing a whole lot of extra damage to your enemy.

The Contestants:

Whom do you choose? Deciding which boat to try out for your first outing depends on what type of game you're going to play. If you want to race, a fast craft like Marvin Meddler will get you through with the least bit of fuss. If fighting is your game, you'll want a well-armored boat like the one Captain Flintlock pilots.

The comparisons to the right are based on some basic tactics. For example, a combat-based boat should by definition have a high armor and weapon value. Acceleration factors in, as it gets you out of trouble fast. In a race, the extra armor will slow you down. It's all down to what kind of game you want.

A racer shouldn't bother with weapons, as his/her speed will keep his/her boat well out of harm's way.

Top Five Fastest Boats

The comparison: This compares both acceleration and speed.

1. Marvin Meddler
2. Sergeant Steel
3. Vikki Vein
4. Didjeri Dave
5. Agent X

Top Five Deadliest Boats

The comparison: This compares both armor and gun firepower.

1. Sergeant Steel
2. The Crotchets
3. Dr. Graves
4. Didjeri Dave
5. Captain Flintlock

Vikki Vein

Special: Vampire Strike
Drains opponent's life.

Acceleration: 5 **Armor:** 3 **Speed:** 7 **Guns:** 3

Capt. Flintlock

Special: Powder Cannons
Item-stealing shot

Acceleration: 3 **Armor:** 6 **Speed:** 5 **Guns:** 3

Agent X

Special: Spy Eliminator
Drops oil and mines.

Acceleration: 4 **Armor:** 3 **Speed:** 7 **Guns:** 3

The Lifeguards

Special: Hot Pink Lasers
Deadly beams of light

Acceleration: 4 **Armor:** 4 **Speed:** 7 **Guns:** 3

Buft Brothers

Special: Multimissile
Homing-missile cluster

Acceleration: 4 **Armor:** 4 **Speed:** 5 **Guns:** 3

The Crotchets

Special: Chicken Missile
Hit foes turn into birds.

Acceleration: 3 **Armor:** 6 **Speed:** 6 **Guns:** 3

Didjeri Dave

Special: Outback Torch
A shield of fire

Acceleration: 6 **Armor:** 4 **Speed:** 5 **Guns:** 3

Dr. Graves

Special: Flames of Hell
A flaming missile

Acceleration: 4 **Armor:** 5 **Speed:** 6 **Guns:** 3

Ebony Justice

Special: Disco Fever Ray
Spins an enemy boat.

Acceleration: 3 **Armor:** 5 **Speed:** 5 **Guns:** 3

JB Nightstick

Special: Police Paralyzer
Freezes a single foe.

Acceleration: 3 **Armor:** 5 **Speed:** 5 **Guns:** 3

Marvin Meddler

Special: D.R.S.
Messes enemy control.

Acceleration: 5 **Armor:** 4 **Speed:** 7 **Guns:** 3

Number 7

Special: Hyper Lightning
Green energy blasts

Acceleration: 5 **Armor:** 4 **Speed:** 6 **Guns:** 3

SGT. Steel

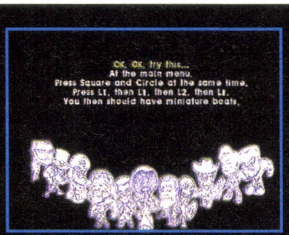
Special: Nuclear Blast
A powerful explosion

Acceleration: 7 **Armor:** 7 **Speed:** 6 **Guns:** 3

Secret Codes...

Plenty of secrets: There a tons of hidden goodies to find in Dead in the Water. Everything from secret cars to extra tracks are waiting to be found.

How to find them: You must beat the game with each of the characters in order to receive a code. To avoid spoiling the surprise, we'll just give you a teaser of what kind of codes are hidden. This one was gotten by winning the race with Marvin Meddler. Good luck!



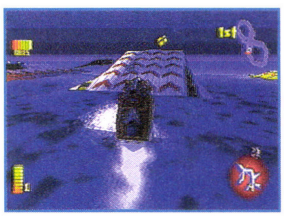
Miniature boats: At the Main Menu, Press Square and Circle at the same time. Then L1, L1, L2, L2.

Season 1: Speedway

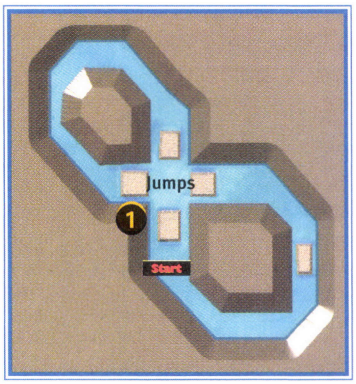
Winning the race: The hardest part about this track is that it crosses over itself a few times. If you're hit by an enemy while crossing the center section, it's really easy to go the wrong way. Use the ramps as your guides. If you go straight off a ramp, you will definitely go in the correct direction. As an added bonus, you can find items in midair!

Winning the battle: This is a high-speed combat arena. You have to keep moving or an opponent can come up right on your six and blow you out of the water. Maintain a high speed and hit-and-run.

Track differences: The Speedway is the same in either Race or Battle Mode.



Easy money making: The best way to earn a little cash in this barren level is to collect items and sell them in the shop. As an alternative you can try a combo.



Chain Gun

Cost: $600

A rapid-firing gun that can whittle down a boat quickly. Best used when fired into a cluster of boats, as the shots do not track at all.

Shield

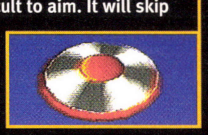
Cost: $200

One of the best overall power-ups, the shield prevents you from getting hit by almost all attacks. Strikes that cause waves will still affect someone with a shield.

Skipdisc

Cost: $50

A highly damaging weapon that is extremely difficult to aim. It will skip out over the water, but it will not lock. It's a small but fast projectile.

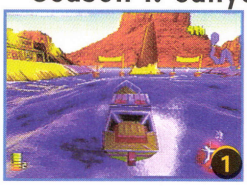


Mine

Cost: $100

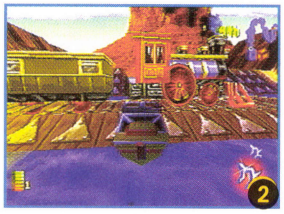
A floating mine is ideal for taking out boats that are behind you. The blast will stun them. Use caution so you don't hurt yourself.

Season 1: Canyon

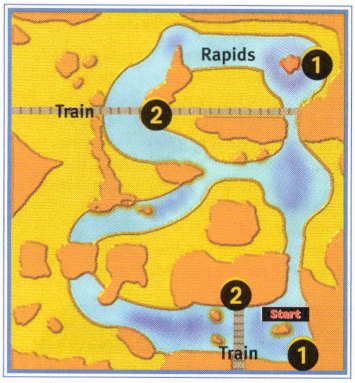


Winning the race: The main thing you have to remember about this race is that the track is folded in on itself. When you reach the end of the track, you'll have to circle around and go back the way you came. This makes for an intense race, as the boats you've already gotten ahead of will always have a chance to blast you.

Winning the battle: Watch your radar and keep circling the level. The waterfall section is ideal for keeping away from most types of weapon attacks. Go here for a break.
Track differences: This map is practically the same in either mode. A few more area links is all.

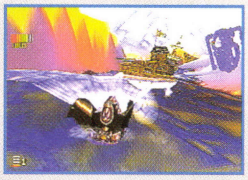


Easy money making: By smashing or shooting the train, you can nab some easy bucks. The train crosses two heavily traveled sections of the level, so you should earn a lot.

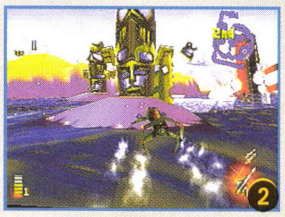


Season 1: Arctic

Winning the race: This race has a lot of secret routes and passageways. Keep to the exterior sections of the track and you will avoid most of the hazards and the enemy gunfire. Just because the screen will flash "off course" does not mean you aren't doing the right thing. The jumps are ideal for crossing the hazardous ice floes.



Winning the battle: Play hide-and-seek with this level. There's a lot of cover and plenty of course offshoots. Use ambushes, as they seem to work best in this level. Try them in the ice floe areas.
Track differences: This track is identical in both modes of play.



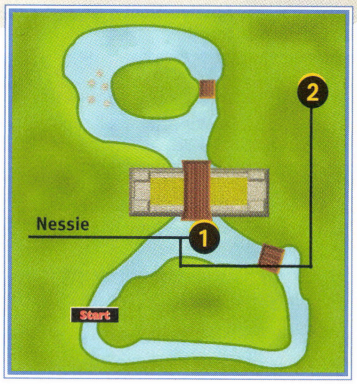
Easy money making: You can find several ways to make money in the Arctic. You can destroy either the giant statues or the floating icebergs. These will give up quite a bit of cash.

Season 2: Loch Ness

Winning the race: The path of this course is a bit confusing. It's best to follow the other boats until you know where you are going. Remember the level is nothing more than a Figure 8 and you'll be OK. Watch out for Nessie. She will attack any boat that disturbs her sleep. You will find her right outside the castle walls.

Winning the battle: Wait outside the castle doorway for boats crossing over. When a boat goes over the bridge, it's temporarily out of control. This is an excellent time to make an attack.
Track differences: A second pool opens up in the NE corner of the map. Nessie will relocate to here.

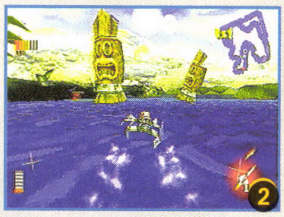
Easy money making: This level is poor for making money. You must make your cash either with combos or by selling your equipment. Fortunately, items spawn all over the place!



Season 2: Amazon

Winning the race: This race is pretty fast. You will want to keep on the outside of the track. This way you can avoid the traffic of the other competitors. The layout isn't too tough, but the narrow channels make the other boats a definite threat. Load up on Nitros before racing in the Amazon, and victory should be yours.

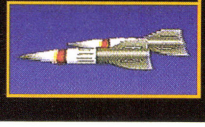
Winning the battle: This is one of the larger battle arenas you'll be in. Use the winding paths to both evade and sneak up on the other boats. There is not much cover, so speed should be your allie.
Track differences: Overall, the map is the same, with the addition of some waterfalls you can climb.



Easy money making: Destroy the giant gold statues to earn a huge cash bonus. There are a lot of pick-ups you don't need. You can sell them all!

Twin Launcher
Cost: $600

It's a useful weapon that works well on an enemy right in front of you. These do a great amount of damage.

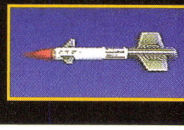


Lightning
Cost: $200

The Lightning will flail out in all locations and strike the closest enemy boat. Any boat that sees energy coming from your ship will wisely keep away from you.

Rocket
Cost: $100

These non-homing missiles are plentiful. You can hold a lot of them, so do not hesitate to fire away. Or, you can sell them in the shop.



Nitro
Cost: $300

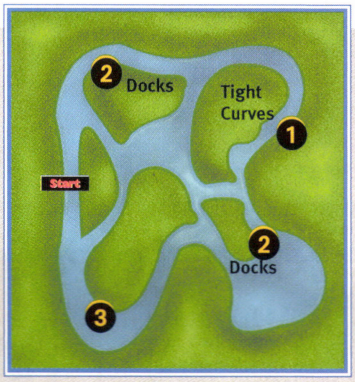
This item gives you a burst of speed for a few seconds. The Nitro is the perfect way to get ahead of the other cars and for keeping a lead. It's best used for keeping away.

Season 2: The Bayou

Winning the race: This fast trek through Cajun Country is a short but intense ordeal. The competition will repeatedly bat your ship against the narrow level walls. The best way to avoid this hassle is to purchase the maximum amount of Nitros and boost yourself away from the others. Practice your cornering for the tight turns.

Winning the battle: You can hide under the shacks to surprise any ship that comes close. No one will think of looking for you there. Make Hit-and-Run moves on this level.
Track differences: The center section is opened up more. You can now drive into this section.

Easy money making: To earn some extra money in the Bayou, simply nail the docks that are found right after the start. This will earn you some serious dough. Easy cash to collect, low risk.

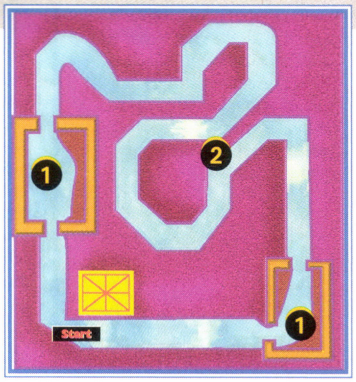


Season 3: Log Ride

Winning the race: Tight corners and a narrow track highlight this tricky level. If you can get an early lead via the Nitros, you can easily keep it. It really rots to get stuck behind another car, as this level really doesn't allow for much maneuverability. The funhouse sections offer the best chance to get ahead. Just watch for the flames.

Winning the battle: The Log Ride makes a poor battle arena. It's much too confined to do any maneuvers. Load up on firepower. That should work.
Track differences: The center portion of the map is opened up in the Battle Mode. It's a giant circle with an extra track section leading out.

Easy money making: The Log Ride has almost no way to make money. There aren't many power-ups to sell, and the narrow corridors make combos almost non-existent.



Season 3: Hong Kong

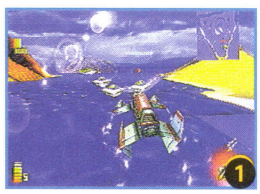
Winning the race: This track is loaded with different paths. As a result, you won't have to worry about the other boats as much as you will the level hazards. Use the ramps to cross past the harder parts of the track. Be careful when jumping. If you hit the ramp the wrong way, it can bounce you backward and stall your boat for a while.

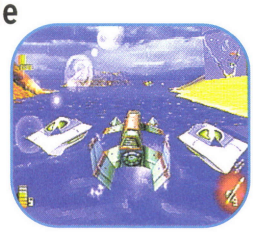
Winning the battle: Keep around the docks for a little cover. As long as you're stocked up, you can fend off any number of enemy boats.
Track differences: The center portion of the map is opened up in the Battle Mode. The center is pretty wide open, so you'd best avoid it.

Easy money making: Floating around the level are some drifting boats. If you destroy them, you will receive some extra money. The amount they give varies, but it's usually over $1,000.

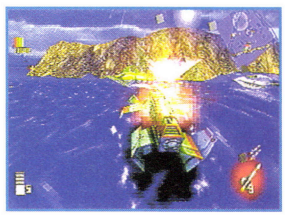
Last Level: Bermuda Triangle

How to survive: You'll want to make some purchases before entering the Bermuda Triangle. Make sure you have a Level 3 craft first. Buy a full load of Rockets and Heatseekers. You'll need to fire these off with impunity. You won't need any more money, so spend it if you've got it. Once in Bermuda, avoid the UFO section. There are defense lasers that can carve right through you.

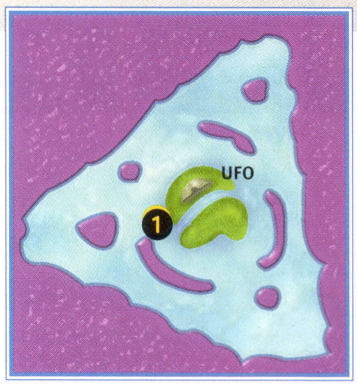




The drones: There are swarms of drones that will hound you as soon as you start. Start launching rockets and they drive into them.

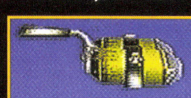


Last Boss: The best way defeat the alien Boss is to clear the drones and blast it against a wall. Then fire everything you've got to kill him off easily.



Flamethrower — Cost: $20

A short-range weapon that can set the other cars on fire. This weapon is best saved for selling, as it's really hard to hit boats with.



Grenade — Cost: $75

A decent explosive that can be thrown forward or backward. It's a nice surprise for boats behind you, but otherwise none too effective. Grenades should be sold at the shop.

Heatseeker — Cost: $150

This missile tracks enemy boats and can really set you up for some wicked combos. This is a must-have weapon. Make sure to have these stocked.

Inviso Ray — Cost: $200

Steals a weapon from the closest opponent and makes your boat nearly invisible. You can only be seen by your wake in the water. Use while in the lead.

Street Fighter Alpha 3

Guide to Character Moves and Strategies

XG Strategy
by Mark Hain

Alpha 3 is the ultimate Street Fighter. This game has all the characters you could possibly want (minus THREE), excellent strings and combos and more. This guide extends our previous coverage. Some pics were taken from other version.

Database

time to master	my life
challenge	moderate/hard
best character	still Blanka!
best new character	R. Mika rocks
coolest stage	new storm stage
version of SF	14...or is it 15?
system	Arcade
publisher	Capcom
developer	Capcom

Special/Hidden Modes

There are several hidden modes of play. Like the hidden characters, they are time released. You'll know when you can pick them because the title's background changes colors.

Green/White:

- Classical

Hold HP + HK, then start your game.
The actual gameplay in this mode is sort of like SSF2's because the majority of additions made to the SF engine since SSF2 have been removed.

Purple:

- L-Mode

Hold LP + LK, then start your game.
Not much is known about this mode. In L-Mode, you have a very short Guard Power Gauge, making it easy for you to get Guard Crushed. What's worse is you cannot interrupt normal moves with special moves or Super Combos (hence, no two-in-ones). However, the damage in this mode is much higher than in Classical Mode.

Blue:

- Maji

Hold MP + MK, then start your game.
Not much is known about this mode, either. In Maji Mode, the damage you inflict is greater than in L-Mode. However, you take about three times as much damage from your opponent. Furthermore, you only need to lose one round and you will lose the entire match.

Guard Gauge

When you block or air block an attack, this gauge decreases slightly. If you keep blocking attacks, it will keep decreasing until it empties. If it does so, your character gets Guard Crushed and will become dizzy (and open to an attack) for a moment before it recharges. However, when it recharges, its overall length is reduced by a notch, making it easier for you to be Guard Crushed (but not by much). When not blocking, the GPG refills slowly, but only to the current length of the GPG and not any farther if you've lost a notch or more. Another way to lose GPG notches is to use an Alpha Counter.

Moves List Key

qcf / qcb	Press d,df,f or d,db,b on the joystick.
hcf / hcb	Press b,db,d,df,f or f,df,d,db,b on the joystick.
Rotate 360	Rotate the joystick in a complete circle. You can start and end the circle at any point (i.e., start at uf and end at uf, or b to b, etc.).
Rotate 720	Perform the 360 motion twice.
PP / PPP	Press any two/all three Punch buttons.
KK / KKK	Press any two/all three Kick buttons.
(?)	Move may not be possible with your version.
(air)	The move can be performed while on the ground or while in the air (during a jump or after an air recovery).
x~x	All possible ranges are allowed.

ADON — TIPS

A-ism AC: Jaguar Thousand (hits four times)
V-ism AC: MK Rising Jaguar

- The Jaguar Crunch is an overhead attack.
- In A-ism, you must perform the Jaguar Varied Assault at Level 3 if you want to use the Jaguar Thousand or Jaguar Assassin.

XAV	Rising Jaguar:	f,d,df + K
XAV	Jaguar Tooth:	hcb + K
XAV	Jaguar Crunch:	f + MP
X	Jutting Kick:	Standing close HK
AV	Jutting Kick:	df + MK
A	Jaguar Revolver:	qcf,qcf + K

AKUMA — TIPS

A-ism AC: HP Shouryuuken
V-ism AC: Crouching HK

- The Zugai Hasatsu is an overhead attack.
- In A-ism, you can only use the Shun Goku Satsu at Level 3.

XAV	Gou Hadouken	qcf + P
XAV	Gou Shouryuuken	f,d,df + P
AV	Zenpou Tenshin	qcb + P
XAV	Zugai Hasatsu	f + MP
XAV	Senpuu Kyaku	f + MK
XA	Shun Goku Satsu	LP,LP,f,LK,HP

BIRDIE — TIPS

A-ism AC: LP Bullhead (old SFA style Bullhead)
V-ism AC: Side Kick (looks a bit like the end of the Bull Drop)

- The longer you charge the Bull Horn, the more times it hits, as shown below:

01-02	timer counts:	Level 1 Punch
03-04	timer counts:	Level 2 Punch
05-08	timer counts:	Level 3 Punch
09-16	timer counts:	Level 4 Punch
17-?	timer counts:	Final Punch

- One trick you can do with the Bull Horn is to charge it with PPP or KKK. If you release one button, he'll do a Bull Horn, and if you release another one, he'll do a second one. This means you can get two uses out of one charge.
- The Bull Drop is an overhead attack.
- The Bad Hammer is simply Birdie's jumping HP that you can tack on after a close standing HP (if it hits twice). You can use any button (Punch or Kick), it makes no difference

XAV	Bull Head	Charge b,f + P
XAV	Bull Horn	Hold PP / KK and release
XAV	Murderer Chain	Rotate 360 + P
XAV	Bandit Chain	Rotate 360 + K
XAV	Body Slam	Jump, d + HP
XAV	Bull Drop	f + HK
XA	The Birdie	Charge b,f,b,f + P
A	Bull Revenger	qcf,d,df + P / K

Special thanks to Kao Megura for use of his FAQ. Check out his Web page at http://www.geocities.com/Tokyo/Pagoda/4610/

BLANKA

TIPS

A-ism AC: HK Roll
V-ism AC: Crouching HK

- Blanka can use the Amazon River Run to pass under certain attacks.
- After the Tropical Hazard, you can bounce around the fruit left behind by hitting it with an attack.

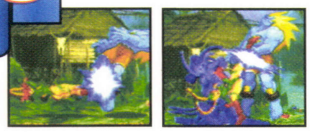
XAV	Electric Thunder	Tap P rapidly
XAV	Rolling Attack	Charge b,f + P
XAV	Back Rolling	Charge b,f + K
XAV	Vertical Rolling	Charge d,u + K
XAV	Surprise Front	Press KKK
XAV	Surprise Back	b + KKK
XAV	Amazon River Run	df + HP
XA	Rock Crush	When close, b / f + MP
V	Rock Crush	When close, b + MP
XA	G. Shave Rolling	Charge b,f,b,f + P (hold P to delay)
A	Tropical Hazard	Charge db,f,b,uf + K, then P / K

CAMMY

TIPS

A-ism AC: Standing far HP
V-ism AC: MK Cannon Spike

- The Cannon Revenge is a counter-attack. Use it before someone attempts to hit you with a high or jumping attack. This move is ineffective against most low attacks.



XAV	Cannon Spike	f,d,df + K
V	Cannon Strike	Jump f, qcb + K
V	Cannon Revenge	hcb + P
XA	Fatal Leg Twister	When close, b / f + K after H.C.
XA	Razor Edge Slicer	Nothing after Hooligan Combo
XA	C. Scissor Press	Do the F.L.T. ,low to the ground
XA	Spin Drive Smasher	qcf,d,df + K
A	R. Shaft Breaker	qcb,d,db + K, tap K rapidly
A	Killer Bee Assault	Hold db,f,b,uf + K at Level 3

CHARLIE

TIPS

A-ism AC: Back Knuckle
V-ism AC: Crouching HK

- Charlie's Jumping Sobat is no longer an overhead hit.
- During Sonic Break, tap any Punch button for an extra Sonic Boom: once at Level 1, twice at Level 2 and up to four at Super Level 3.

XAV	Sonic Boom	Charge b,f + P
XAV	Somersault Shell	Charge d,u + K
XAV	Jump Sobat	b / f + MK
XAV	Step Kick	b / f + HK
X	S. Back Knuckle	Press HP
AV	S. Back Knuckle	f + HP
A	Sonic Break	Charge b,f,b,f + P, tap P rapidly
A	Crossfire Blitz	Charge b,f,b,f + K
XA	S.sault Justice	Charge db,f,b,uf + K

CHUN-LI

TIPS

A-ism AC: Sou Hakkei
V-ism AC: Crouching MK

- In X-ism, Chun-Li appears in her original SFII outfit.
- The Sen'en Shuu and Kaku Kyaku Raku are overhead attacks.

X	Tenshou Kyaku	When knocked down, charge d,u + K
XAV	Hyakuretsu Kyaku	Tap Kick rapidly
XAV	K. Kaiten Kyaku	df + MK
XAV	Kaku Kyaku Raku	df + HK
XAV	Yousou Kyaku	Jump, db~df + MK (can repeat)
XAV	Sankaku Tobi	Jump against a wall, press f
A	Kikoushou	qcf,qcf + P
XA	Senretsu Kyaku	Charge b,f,b,f + K
A	H. T. Kyaku	Charge db,f,b, uf + K

CODY

TIPS

A-ism AC: Throw animation
V-ism AC: Crouching HK

- When Cody picks up a knife, he toys with it for a moment. You can cancel this by pressing P or K.
- If Cody is hit after picking up a knife, he drops it.
- Cody's Sakeru is an evasion move. Cody can evade high attacks (not low ones), or up to five hits of an attack at one time.
- During the X-ism Final Destruction, Cody can move around, and tapping any Punch button makes him perform a combo.

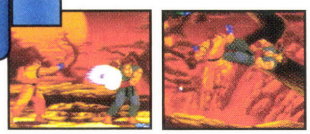
AV	Fake Stone	qcf + Start
XAV	Bad Spray	When knocked down, b,db,d + P
XAV	Knife Kougeki	Press P after getting a knife
XAV	Knife attack	Press P after equipping a knife
XAV	Knife Nage	qcf + P after getting a knife
XAV	Stomach Blow	f + MP
XAV	Crack Kick	f + HK
XAV	(air throw)	Jump, when close, b / f + KK
V	Sakeru	Hold b / db when attacked
XA	Final Destruction	qcf,qcf + P
A	D.End Iron Knee	qcf,qcf + K

DAN

TIPS

A-ism AC: S. Chouhatsu
V-ism AC: Crouching HK

- In X-ism, Dan's crouching taunt does minor damage. It can also kill his opponent.
- Dan may flash during the Kouryuuken. If he does so, he is invincible until the flash ends.



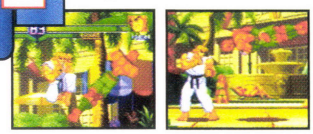
XAV	Dankuu Kyaku	qcb + K
XAV	Z. Chouhatsu	qcf + Start
XAV	K. Chouhatsu	qcb + Start
A	S. Kuu Gadouken	qcf,qcf + P
A	Kouryuu Rekka	qcf,d,df + K
XA	H. Burai Ken	qcb,qcb + K
A	C. Densetsu	qcf,qcf + Start at Level 1 +
A	C. Shinwa	qcb,qcb + Start at Level 3

DHALSIM

TIPS

A-ism AC: Near stand MP
V-ism AC: Crouching HK

- Dhalsim's limbs auto-adjust themselves in X-ism.
- In A-ism, you can hold back or forward to make them come out either as close-range or long-range attacks.



XAV	Yoga Fire	qcf + P
AV	Kuuchuu Miyuu	Jump, press Start
XAV	Drill Zutsuki	Jump, d + HP
X	Yoga Tempest	hcf,hcf + P
A	Yoga Inferno	qcf,qcf + P
A	Yoga Stream	qcb,qcb + P

HONDA

TIPS

A-ism AC: Standing HP
V-ism AC: Crouching HK

- Using a stronger Punch for the Hyakuretsu Harite will make Honda move forward a little, whereas he stays still for the LP version.

XAV	Super Zutsuki	Charge b,f + P
XAV	Hyakkan Otoshi	Charge d,u + K
XAV	Ooichou Nage	Rotate 360 + P
XAV	Harai Geri	f + HK
XA	Oni Musou	Charge b,f,b,f + P
A	Fuji Oroshi	Charge b,f,b,f + K
A	Orochi Kudaki	Rotate 720 + P at Level 3

GEN

TIPS

A-ism AC: 1-hit HK Gekirou
V-ism AC: 1-hit Uken

- In X-ism, Gen cannot change styles. He has a mix of both styles instead. He cannot chain combo in this mode either.

XAV	Hyakurenkou	Tap P rapidly
XAV	Gekirou	f,d,df + K, tap K
XA	Zan'ei	qcf,qcf + P
		Press MP
A	Kouga	Jump, qcb,qcb + K, press any K

Special thanks to Kao Megura for use of his FAQ. Check out his Web page at http://www.geocities.com/Tokyo/Pagoda/4610/

GUY

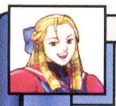
TIPS

A-ism AC: Crouching HP
V-ism AC: Crouching MK

- The Kubi Kudaki is an overhead attack.
- In A-ism, you can only use the Bushin Musourenge at Level 3.

XAV	Bushin Izuna	cf + P, when close, press P
XAV	Izuna no Chuu	qcf + P, when far, press P
XAV	Houzantou	qcb + P
XAV	Bushin Senpuu	qcb + K
XAV	Hayagake	qcf + K
XAV	Kyuuteishi	qcf + LK, K
XAV	Kage Sukui	qcf + MK, K
XAV	Kubikari	qcf + HK, K
A	Hassou Ken	qcf,d,df + P
A	Gou Rai Kyaku	qcf,d,df + K
XA	Bushin Musou	hcb,hcb + P

KARIN



TIPS

A-ism AC: Standing HP
V-ism AC: Crouching HK

- Karin's Kou Ou Ken is mainly an anti-air attack, however like Guy's Bushin Hassou Ken, it can hit certain characters on the ground if they're tall enough.

XAV	Kourenken	qcf + P,P,P
XAV	Hou Shou	f,d,df + P
XAV	Mujin Kyaku	f,d,df + K
XAV	Ressen Chou	b,d,db + P,P
XAV	Ressen Ha	qcf,uf + K
XAV	Y. Gaeshi Gedan	qcb + K (counters a low attack)
XAV	Ara Kuma Inashi	Rotate 360 + K
XAV	Elegant Kick	f + MK
XA	Kanzuki-ryuu Shinpikaibyaku	qcf,qcf + P
A	Kanzuki-ryuu Kou Ou Ken	qcf,qcf + K

KEN

TIPS

A-ism AC: HP Shouryuuken
V-ism AC: Standing HK

- The Inazuma Kakato Wari is an overhead attack.
- Unlike in SF3, Ken will not stop the Shippuujinrai Kyaku if the initial hits are blocked.

XAV	Hadouken	qcf + P
XAV	Shouryuuken	f,d,df + P
XAV	Tatsumaki S.	qcb + K (air) / qcb,ub + K
XAV	Zenpou Tenshin	qcb + P
XAV	Zen Tou	qcf + Start
XAV	Inazuma K. W.	f + MK
XAV	Ushiro M. G.	HK
XA	Shouryuu Reppa	qcf,d,df + P
A	Shinryuuken	qcf,d,df + K (tap K at Level 2 / 3)
A	S. Kyaku	qcb,qcb + K at Level 3

M.BISON

TIPS

A-ism AC: Warp (to opposite side of foe)
V-ism AC: Standing MP

- Bison retains high priority on moves including his throws.
- Mix up his various dive attacks, since they are easy to counter.

X	Psycho Crusher	Charge b,f + P
AV	Psycho Shot	Charge b,f + P
XAV	D. Knee Press	Charge b,f + K
XAV	Head Press	Charge d,u + K
XAV	Smrslt Diver	b / f, press P after H.P.
AV	S. Skull Diver	Charge d,u + P, press / hold P
X	Devil Reverse	Charge d,u + P
AV	Bison Warp	f,d,df / b,d,db + PPP / KKK
A	Psycho Crusher	Charge b,f,b,f + P
XA	Knee Press Nightmare	Charge b,f,b,f + K

R.MIKA

TIPS

A-ism AC: Standing MP
V-ism AC: Crouching HK slide

- The Flying Peach has some lag at the beginning, whereas the Shooting Peach has lots of lag at the end. Therefore, you''ll need to try and mix them up in order to not get hit.
- The Wingless Airplane is an air-to-air move only.
- Once you perform the Thirteen's Peach Special, Mika will start running. While running, you can press P to do drop kicks, or K to attempt an over-the-shoulder-hop.
- After you connect with any P button attack (Dageki) or any K button (Tobikoshi) attack, you can then press P or K, or f + P or K, to end the move.

XAV	Flying Peach	qcb + P
XA	Shooting Peach	qcb + K
XAV	Paradise Hold	Rotate 360 + P
XAV	Daydream Hdlck	Rotate 360 + K, tap P / K rapidly
XA	13's Peach Sp	qcf,d,df + K
XA	T.P.S.: Hashiru	Move b / f after T.P.S.
XAV	Wingless plane	Jump, hcb + K
XAV	(knee press)	Jump b / f, d + LK
XAV	(body press)	Jump b / f, d + HP
XAV	(sliding kick)	d + HK
XAV	(spin kick)	b / f + MK
XAV	(rapid headbutt)	When close, db / df + PP
A	Rnbw Hip Rush	qcf,qcf + P
A	Heavenly Dynmt	Rotate 720 + P, tap P rapidly

ROLENTO

TIPS

A-ism AC: Patriot Circle
V-ism AC: Carnal Carry-like move

- In X-ism, all of Rolento's jumps are High Jumps. He can use the Spike Rod while jumping or during the Mekong Delta Escape.
- The Take No Prisoner SC must be blocked low.

XAV	Patriot Circle	qcf + P (per form 3 times)
XAV	Stinger	f,d,df + K, then press P / K
XAV	M. Delta Attack	Press PPP, P
XAV	M. Delta Air Raid	qcb + P, P
XAV	M. Delta Escape	cb + K, move b / f
XA	Take No Prisoner	qcf,d,df + P
A	Steel Rain	cf,d,df + K
A	Mine Sweeper	qcb,qcb + P

ROSE

TIPS

A-ism AC: S. Catch throw
V-ism AC: Crouching HK

- Rose can reflect projectiles with her Soul Reflect.
- Rose can reflect SC projectiles with her Level 3 Aura Soul Spark.
- During the Soul Illusion, attack hits increases by four.

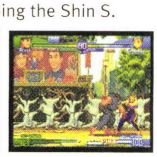
XAV	Soul Spark	hcf + P
XAV	Soul Throw	f,d,df + P
XAV	Soul Reflect	qcb + P
XAV	Soul Spiral	qcf + K
XAV	Soul-piette	f + HK
A	Aura Soul Spark	cb,qcb + P
XA	Aura Soul Throw	qcf,d,df + P
A	Soul Illusion	qcf,d,df + K

RYU

TIPS

A-ism AC: HP Shouryuuken
V-ism AC: Crouching HK

- In X-ism, all of Ryu's projectile attacks look like they did in SSF2T.
- Ryu's Sa Kotsu Wari is an overhead attack.
- You can increase the damage by doing the Shin S.



XAV	Hadouken	qcf + P
XAV	H.no Kamae	qcf + Start
XAV	Shouryuuken	f,d,df + P
XAV	Tatsumaki S.K.	qcb + K (air) / qcb,ub + K
XA	Shinkuu H.	qcf,qcf + P
A	Shinkuu T.	qcb,qcb + K
A	M.Shouryuuken	qcf,d,df + K at Level 3
A	S.Shouryuuken	Hit w/ the M.S. from far away

SAGAT

TIPS

A-ism AC: Heel Kick
V-ism AC: 1-hit HP Tiger Blow

- After performing the Angry Charge, Sagat's Tiger Blow will cause more damage when it's used (this effect only lasts for one use of the Tiger Blow, or for a few seconds).

XAV	Tiger Shot	qcf + P
XAV	G. Tiger Shot	qcf + K
X	Tiger Uppercut	f,d,df + P
X	Tiger Knee Crush	qcf,uf + K
AV	Tiger Crush	f,d,df + K
AV	Fake Kick	Quickly press MK twice
A	Tiger Cannon	qcf,qcf + P
A	Tiger Raid	qcb,qcb + K
XA	Tiger Genocide	qcf,d,df + K
A	Angry Charge	qcf + Start at Level 1

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SAKURA TIPS

A-ism AC: LP Shoouken
V-ism AC: Crouching HK

- Tapping P increases the size (and damage) of the Hadouken but reduces the range of the fireball.
- She is invincible during the beginning of the Sakura Otoshi.

XAV	Hadouken	qcf + P (then press P)
XAV	Shou Ou Ken	f,d,df + P
X	Shunpuu Kyaku	qcb + K (air) / qcb,ub + K
AV	Shunpuu Kyaku	qcb + K
XAV	Flower Kick	f + MK
A	S.Hadouken	qcf,qcf + P
XA	Midare Zakura	qcf,d,df + K
A	Haruichiban	qcb,qcb + K

SODOM TIPS

A-ism AC: MP J.Scrape
V-ism AC: Sliding

- In X-ism, Sodom wields two katana instead of jittes.
- Sodom has two types of Tengu Walking attacks. The first is used when you get reversed/knocked down.

XAV	Jigoku Scrape	qcf + P
XAV	B. Buster	Rotate 360 + P
XAV	Daikyou Burning	Rotate 360 + K
XAV	Yagura Reverse	b,d,db + K
XAV	Tengu Walking	When down, b,db,d + K
XAV	Kouten Okiagari	When down, f,df,d + P
XA	Meido no Miyage	qcf,qcf + P
A	Ten Chuu Satsu	Rotate 720 + P

VEGA TIPS

A-ism AC: Claw Stab
V-ism AC: Crouching HK

- You can charge d,ub / uf + K instead of d,u + K for his Flying Barcelona Attack or Izuna Drop.
- The loss of Vega's claw and mask affects the range of moves he has available.

XAV	Backslash	Press PPP
XAV	Short Backslash	Press KKK
XAV	(forward kick)	f + HK
XAV	Sankaku Tobi	Jump against a wall, press f
XA	Rolling Izuna Drop	Charge db,f,b,uf + K, b / f, P
XA	Heki Hari Tsuki (SC)	Charge db,f,b,uf + KKK (Vega's stage)

CHUN-LI TIPS

A-ism AC: Standing MK
V-ism AC: Standing HP

- Zangief's Banishing Flat can cancel projectiles.
- The Kick version of the Double Lariat is faster but doesn't last as long.
- His Head-butt will dizzy an opponent in only a few hits.

XAV	Atomic Suplex	Close, 360 + K
XAV	F. Body Attack	Jump b / f, d + HP
XAV	Double Knee Drop	Jump b / f, d + LK / MK
XAV	Head-butt	Jump up, u + MP / HP
XAV	Russian Kick	db + MK
XAV	Dynamite Kick	db + HK
XAV	stomach claw)	When close, db / df + PP
XAV	(piledriver)	When close, db / df + KK (air)
XA	Final A. Buster	Rotate 720 + P
A	Aerial R. Slam	qcf,d,df + P

BALROG TIPS

A-ism AC: Buffalo Head-butt
V-ism AC: Crouching HK punch

- Balrog does more damage the longer his Turn Punch is charged.
- Balrog is the same as he has been in previous versions, but his special moves are a little more powerful, except for the Turn Punch that seems weaker, even when highly charged.

XAV	Dash Straight	Charge b,f + P
XAV	Dash Upper	Charge b,f + K
AV	Dash Ground Straight	Charge b,df + P
AV	Dash Ground Upper	charge b,df + K
AV	Buffalo Head-butt	When knocked down, charge d,u + P
XAV	Turn Punch	Hold PPP / KKK and release
XAV	Head Bomber	When close, b / f + PP
XAV	Head Bomber	Jump, when close, b / f + PP
X	Crazy Buffalo	Charge b,f,b,f + P / K
A	Crazy Buffalo	Charge b,f,b,f + P
A	Gigaton Blow	Charge b,f,b,f + K at Level 3

JULI TIPS

A-ism AC: Mach Slide
V-ism AC: Cannon Spike

XAV	Sniping Arrow	qcf + K
XAV	Cannon Spike	f,d,df + K
XAV	Axle Spin Knuckle	hcb + P
XAV	Falling Arc	f + MK
XAV	Hooligan Suplex	When close, b / f + PP
XAV	Frankensteiner	When close, b / f + KK
XAV	Flying Neck Hunt	Jump, when close, b / f + PP
XAV	Air Frankensteiner	Jump, when close, b / f + KK
XA	Reverse Shaft Breaker	cb,d,db + K, tap K rapidly
A	Spin Drive Smasher	qcf,d,df + K

JUNI TIPS

A-ism AC: Buffalo Head-butt
V-ism AC: Crouching HK punch

XAV	Spiral Arrow	Charge b,f + K (ch. ub,f + K in air)
XAV	Cannon Spike	Charge d,u + K
XAV	Cannon Strike	Jump f, qcf + K
XAV	Mach Slide	qcf + K
XAV	Earth Direct	Rotate 360 + P
XAV	Hooligan Combination	qcf,uf + P (press K early to cancel)
XAV	Razor Edge Slicer	Do nothing after Hooligan Combo
XAV	Fatal Leg Twister	When close, b / f + K after H.C.
XAV	Cross Scissor Pressure	Do the F.L.T. when low to the ground
XAV	Advancing Guard	While blocking, f + tap PPP rapidly
XAV	Falling Arc	f + MK
XAV	Hooligan Suplex	When close, b / f + PP
XAV	Frankensteiner	When close, b / f + KK
XAV	Flying Neck Hunt	Jump, when close, b / f + PP
XAV	Air Frankensteiner	Jump, when close, b / f + KK
XA	Psycho Streak	Charge b,f,b,f + P
A	Spin Drive Smasher	Charge db,f,b,uf + K

The Bosses

SFA3's game progression has been changed significantly from SFA2. It works like this: After picking a character, you'll get to see a little intro explaining who they are and what they're up to.

• Your fifth battle is against your mid-Boss. There are no special requirements to fight him/her, it's automatic. The only thing notable about a mid-Boss battle is that you will exchange some words with your opponent before the fight begins and ends.

• Your ninth battle is against your second mid-Boss. Nothing too special about this, either.

• Your 10th battle is usually against Shin Bison, a really powerful version of M. Bison. Some characters will fight someone else for their 10th battle, in which case they will then proceed to an extra 11th match against Shin Bison.

• If you beat your 10th/11th match, you beat the game and get to see your character's ending. Lose to any character and the game ends, but lose to Shin Bison and you get to watch a bad ending while the credits scroll.

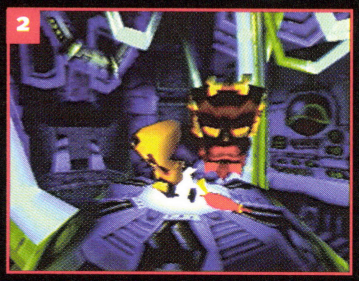
Special thanks to Kao Megura for use of his FAQ. Check out his Web page at http://www.geocities.com/Tokyo/Pagoda/4610/

GAME OVER

Game Stats

Time to complete: 15-20 hours
Difficulty: easy/moderate
Toughest Boss: N. Gine
***XG* Rates the Ending: kinda cheesy...**

Ending #1 Bad Ending–Cortex Gets Away!



This first ending is achieved if you finish the game without all the gems from all the levels, including the bonus levels. This ending isn't that bad but the Boss, N. Cortex, gets away.

ALL GEM LOCATIONS REVEALED

Level # & Name	# of gems	Need a gem?	Find a gem?
1 - Toad Village	1	No	No
2 - Under Pressure	1	No	No
3 - Orient Express	1	No	No
4 - Bone Yard	2	Yes	No
5 - Makin' Waves	1	No	No
6 - Gee Wiz	1	No	No
7 - Hang 'em High	2	No	Yes
8 - Hog Ride	1	No	No
9 - Tomb Time	2	Yes	No
10 - Midnight Run	1	No	No
11 - Dino Might	2	Yes	No
12 - Deep Trouble	2	No	Yes
13 - High Time	2	No	Yes
14 - Road Crash	1	No	No
15 - Double Header	1	No	No
16 - Sphynxinator	2	Yes	No
17 - Bye Bye Blimps	1	No	No
18 - Tell No Tales	1	No	No
19 - Future Frenzy	2	No	No
20 - Tomb Wader	2	Yes	Yes
21 - Gone Tomorrow	2	Yes	No
22 - Orange Asphalt	1	No	No
23 - Flaming Passion	2	Yes	Yes
24 - Mad Bombers	1	No	No
25 - Bug Lite	2	Yes, all of them	No
26 - Ski Crazed	1	No	No
27 - Hang 'em High	1	No	Yes
28 - Area 51?	2	No	No
29 - Future Frenzy	2	No	No
30 - Rings of Power	2	No	No

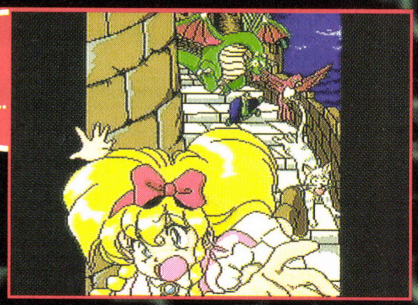
Ending #2 Good Ending–Cry Baby Cry

The good ending is longer and cooler than the previous. After N. Cortex is defeated, he is sucked into a time bubble that begins to expand and suck in the complex. It then moves over to Crash's house, where Aku Aku is finishing the story. It ends with baby Cortex and N. Tropy fighting over Uka Uka.

GUESS THE GAME ENDING AND WIN!

We've been getting some flak about our contest being too simple lately. This month, we'll put that remark to rest. Get this game and you are truly an *Expert Gamer*! Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than Feb. 20, 1999! Send entries to Game Over #56 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.

Clue: Think Buffy...



Sweepstakes Rules: 1. **No Purchase Necessary:** To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes: issue #56," P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by Feb. 20, 1999. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.
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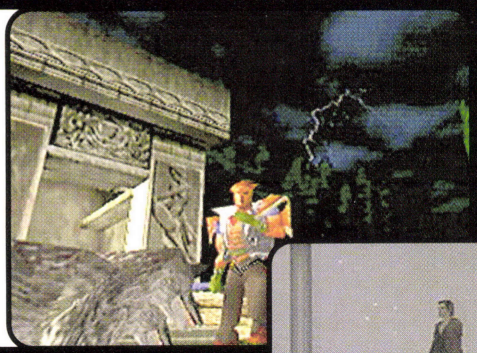

March 1999

On sale date Feb. 23

Gamers will feel extremely lucky when they have the March issue in their hands.

The Castlevania series has finally arrived on the Nintendo 64. The *XG* guide will contain detailed maps pinpointing key items and secrets as well as strategy on how to make it through the game alive.

Plus, use the *XG* Silent Hill strategy like a nightlight. Our guiding light will break through the game's tougher, scary parts.

With the Syphon Filter guide, *XG* shows you how to deal with terrorists: with lots of force!

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We provide a helping hand through Silent Hill, a spine-tingling 3D game.

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Feature Story

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***EGM* takes you on a surreal trip into the heart of Konami's Silent Hill.**

Castlevania is coming to the Nintendo 64. See how this version stands up.

Visions of sugar plums have turned to horrific scenes of depravity. Silent Hill has arrived! Take a peek at this promising new title from Konami. Also in the spotlight is the other half of Konami's one-two punch—Castlevania 64. Find out if 3D graphics have been kind to this classic.

Time to put a new crop of peripherals through the paces. Some of the new designs for '99 will surprise you. We'll have more info on 989 Studios' potential sleeper hit Syphon Filter. Also, the Review Crew reveals their plan to open a specialty sandwich shop.

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Feature Story

March 1999

On sale date Feb. 16

It's time to dive head first into the games of 1999. Heading up the bunch is Midway's arcade conversion of Gauntlet Legends, and we'll have more info on G-Police 2, Need For Speed 4, Rampage Universal Tour and RushDown. But that's not all—look for a few surprises on new titles that we can't yet reveal.

We're going to put gobs of new games through the stringent *OPM* tests, like Monkey Hero, Syphon Filter, March Madness 99, and Irritating Stick. You might be interested in that one not only for the review but also for the jokes regarding the title we make at the game's expense.

***OPM* reviews March Madness in the March issue.**

Can Gauntlet make the crossover from the arcades to the PlayStation? Read about it in the next *OPM*.

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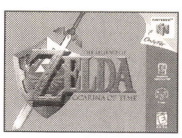

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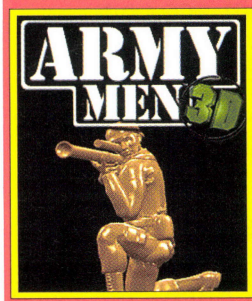

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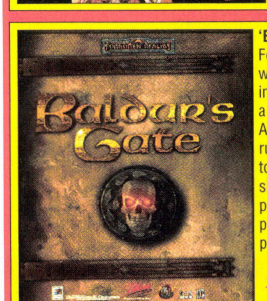

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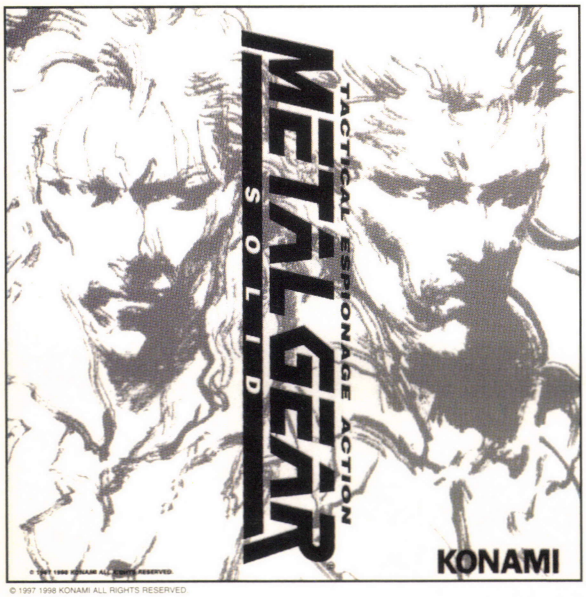

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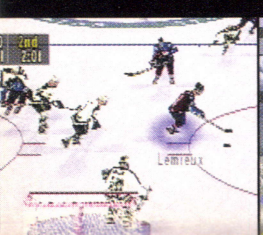

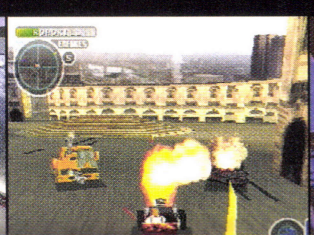

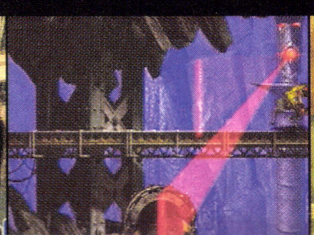

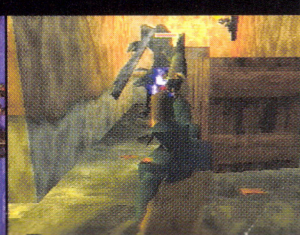

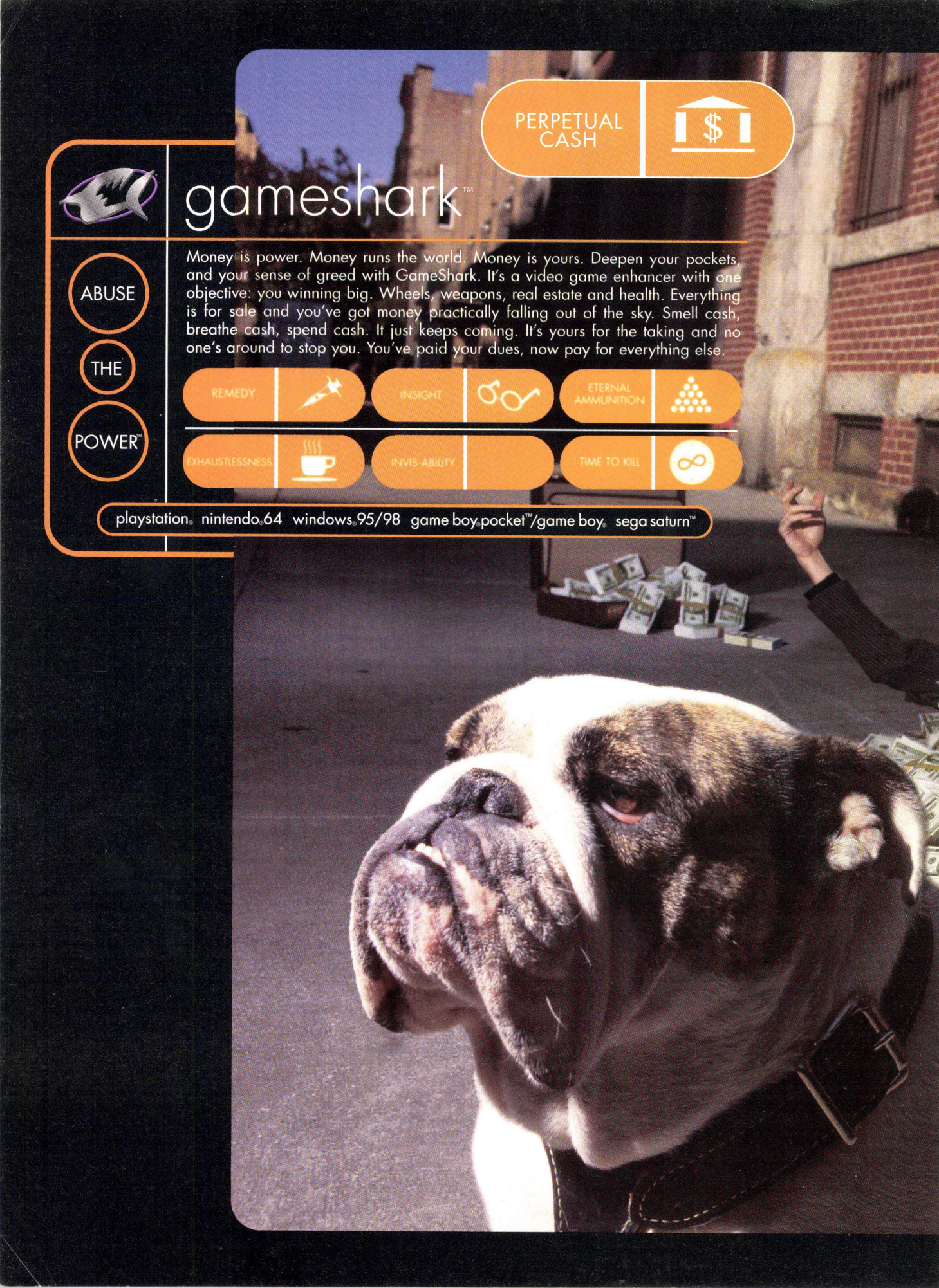
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